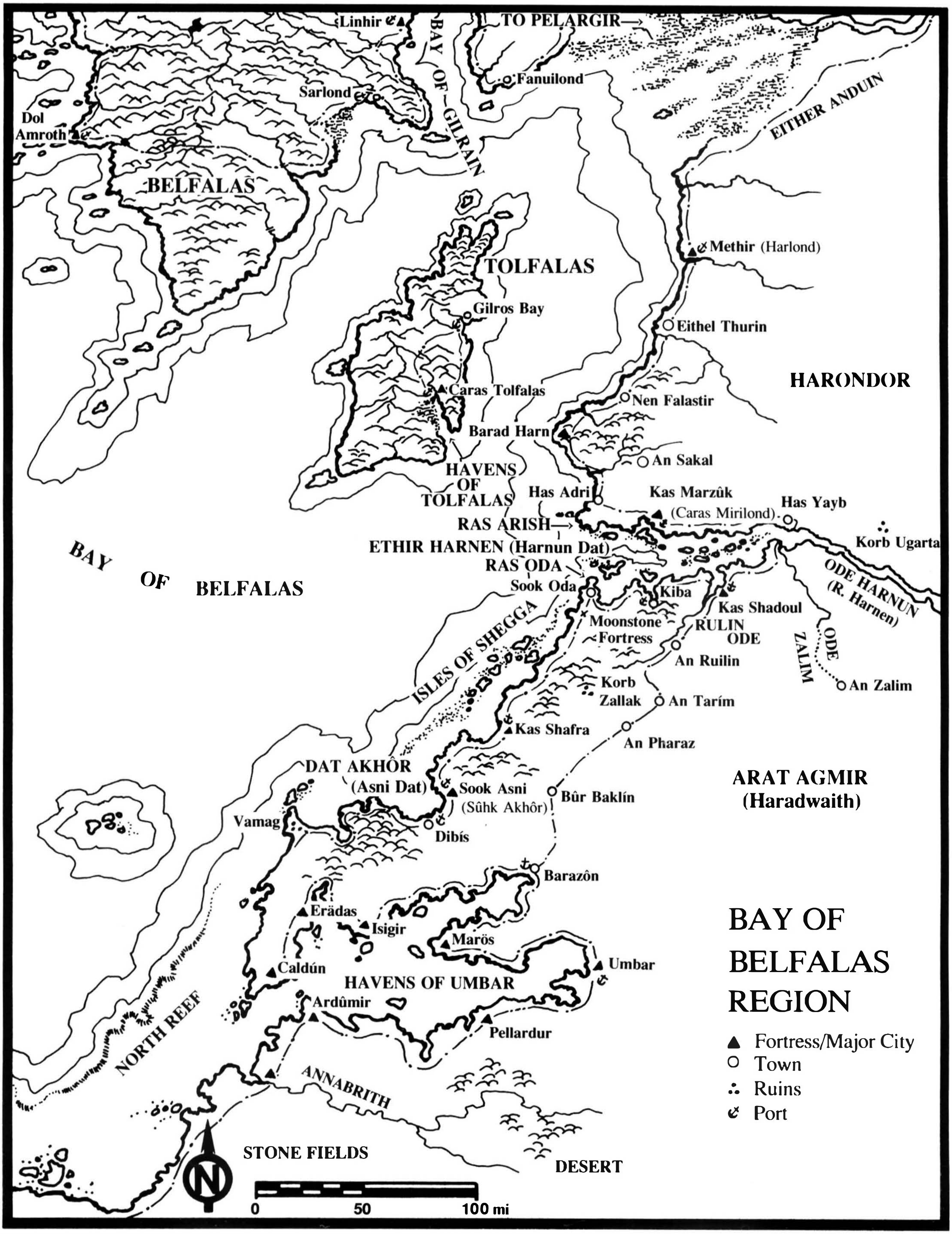
# PIRATES of Pelargir™

#8104




Three low-to-mid level adventures based on THE LORD OF THE RINGS™ and THE HOBBIT™. Each adventure stands on its own and can be set up in minutes. Produced and distributed by IRON CROWN ENTERPRISES, INC.



Linhir
BAY OF GILRAIN
TO PELARGIR
Fanuilond
Sarlond
Dol Amroth
EITHER ANDUIN
BELFALAS
Methir (Harlond)
TOLFALAS
Gilros Bay
Eithel Thurin
HARONDOR
Caras Tolfalas
Nen Falastir
Barad Harn
An Sakal
HAVENS OF TOLFALAS
Has Adri
Kas Marzûk
(Caras Mirilond)
Has Yayb
RAS ARISH
Korb Ugarta
ETHIR HARNEN (Harnun Dat)
BAY OF BELFALAS
RAS ODA
ODE HARNUN (R. Harnen)
Sook Oda
Kiba
Kas Shadoul
Moonstone Fortress
RULIN ODE
ZALIM ODE
ISLES OF SHEGGA
An Ruilin
Korb Zallak
An Tarím
An Zalim
Kas Shafra
An Pharaz
DAT AKHÔR (Asni Dat)
Sook Asni
(Sûhk Akhôr)
Bûr Baklín
ARAT AGMIR (Haradwaith)
Vamag
Dibís
Barazôn
Erädas
Isigir
Marös
Caldún
Umbar
HAVENS OF UMBAR
Ardûmir
Pellardur
NORTH REEF
ANNABRITH
STONE FIELDS
DESERT
0
50
100 mi
N
BAY OF BELFALAS REGION
Fortress/Major City
Town
Ruins
Port

# Pirates of Pelargir™



"Oh, the winds off the Red Cliff Coast are fine,
and the rocks and shoals ain't bad, boys.
But if you sail that Red Cliff route,
You'll wish you never had, boys!

When you see that red flag fly,
You'll wish you'd stayed ashore, lads —
And if you live through a Red Cliff raid,
you'll want to sail no more, lads!

For the raiders on Belfalas Bay are quick,
And their noses are keen for gold, mates —
So any fine merchant that sails that way
Will return with an empty hold, mates!"

— Sea Chantey of Southern Gondor

## CREDITS


**Author:** Ruth Sochard

**Editor:** Coleman Charlton **Series Editor:** Peter C. Fenlon

**Cover Art:** Angus McBride

**Cover Graphics:** Richard H. Britton

**Interior Illustrations:** Jim Holloway

**Maps and Layouts:** Carol Schultz

**Production:** Coleman Charlton, John D. Ruemmler, Jessica Ney, Mac

**Special Contributions:** Terry Amthor, Deane Begiebing, Karl Borg, John Breckenridge, Chris Christensen, Kathleen Conner, Bill Covert, Bill Downs, Kurt Fischer, Bruce Neidlinger, Kurt Rasmussen, Larry Sims, Larry Taylor, Sterling Williams, Swinky.





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# 1.0 GUIDELINES

The ***Middle-earth Ready-to-Run Series*** is designed for Gamemasters who want adventures which can be set up in a few minutes and played in a few hours. The adventures require little or no preparation.

***Pirates of Pelargir*** has four parts. Sections 1.1 and 1.2 deal with guidelines regarding the use of the module. Section 1.3 provides pregenerated characters for the players (which can be used as non-player characters if so desired).

The third part consists of Sections 3.0, 4.0, and 5.0, the adventures. Each adventure stands on its own, although a common theme unites the stories. They can be set anywhere in Middle-earth where the story seems appropriate.

The fourth part consists of the Beast and NPC tables. Area maps are located on the inside of the front and back covers and provide a blowup of the immediate region around the adventure locations.

## 1.1 Handling Play

Each adventure is geared for a different difficulty level. The one found in Section 3.0 is challenging for 1st or 2nd level characters, or inexperienced players. Section 4.0's adventure is aimed at 2nd or 3rd level adventurers, while the adventure in Section 5.0 is designed for 4th or 6th level characters.

The adventures are divided into five standard parts: (1) the tale, which describes how to start in terms of the setting, the background, and the plot; (2) the Player Characters, PCs; (3) the Non-player Characters, NPCs, a person-by-person description of the prominent non player characters, including their stats; (4) the task, a discussion of how to start the adventure, along with the aids, clues, obstacles, and rewards awaiting the adventurers; and (5) encounters, which cover typical or probable meetings between the adventurers and the NPCs. Adventure 3 (Section 5.0) also contains the primary layout: a level-by-level, room-by-room description of the major adventure site (Moonstone Castle), complete with numbered diagrams, floorplans, and illustrations;

The GM should skim each section of an adventure before beginning play. Then he can have the players pick pre-designed characters from those provided in Section 1.3 (and described in Sections 3.2, 4.2, and 5.2), or he can permit the players to design their own PCs. (Of course, the GM can assign PCs.)

Once play ensues, the GM should refer to the Beasts and NPCs in Sections 6.0 and 7.0, at the back of the module. They cover the Beasts and NPCs found in each adventure.

## 1.2 Adapting the Module to Your Game

Like the rest of the series, this module is designed for use with the ***Middle-earth Role Playing*** game ***(MERP)*** or the more advanced ***Rolemaster (RM)*** system, but is adaptable to most other major FRP games. Statistics are expressed on a closed or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.

### 1.21 Converting Hits and Bonuses

**Bonuses:** When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.

**Hits:** The concussion hit numbers found in this module only represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results (e.g., TSR Inc.'s Dungeons and Dragons), simply double the number of hits your characters take or halve the hit values found in this module.

### 1.22 Conversion Chart

If you play something other than ***MERP*** or ***Rolemaster*** and you do not use a percentile system, use the following chart to convert 1-100 numbers to figures suited to your game.

| 1-100 Stat | D100 Bonus | D20 Bonus | 3-18 Stat | 2-12 Stat |
|---|---|---|---|---|
| 102+ | +35 | +7 | 20+ | 17+ |
| 101 | +30 | +6 | 19 | 15-16 |
| 100 | +25 | +5 | 18 | 13-14 |
| 98-99 | +20 | +4 | 17 | 12 |
| 95-97 | +15 | +3 | 16 | — |
| 90-94 | +10 | +2 | 15 | 11 |
| 85-89 | +5 | +1 | 14 | 10 |
| 75-84 | +5 | +1 | 13 | 9 |
| 60-74 | 0 | 0 | 12 | 8 |
| 40-59 | 0 | 0 | 10-11 | 7 |
| 25-39 | 0 | 0 | 9 | 6 |
| 15-24 | -5 | -1 | 8 | 5 |
| 10-14 | -5 | -1 | 7 | 4 |
| 5-9 | -10 | -2 | 6 | 3 |
| 3-4 | -15 | -3 | 5 | — |
| 2 | -20 | -4 | 4 | 2 |
| 1 | -25 | -4 | 4 | 2 |

## 1.3 Player Characters

The following chart provides the statistics for the Player Characters for each of the three adventures (see Sections 3.2, 4.2, and 5.2). Statistics are given for both ***MERP*** and ***Rolemaster***. The GM may wish to assign his players a character or allow them to select from the list. Of course, the GM can utilize the unused PCs as non-player characters. After all, the players may design their own characters or employ characters already in use.

The GM should remember, however, that regardless of how the players acquire their characters, each adventure is geared for a different difficulty level (see Section 1.1). We suggest PCs tough enough to meet the challenge.

**Codes:** See the NPC stats (Section 7.0) for an explanation of the basic codes. The following is a list of other codes and abbreviations which might be ambiguous.

**Power Points:** The number (if any) given in parentheses indicates the possession of a "bonus spell item" and its bonus (see ***MERP,*** Section 4.56).

**Skill Bonuses:** NA, SL, RL, Ch = Maneuver and Movement in No Armor, Soft Leather, Rigid Leather, and Chain; 1HE OB, 1HC OB, 2H OB, Thrown OB, Missile OB, Polearm OB = Offensive Bonuses for 1-H Edged, 1-H Concussion, 2-Handed, Thrown, Missile, and Pole-arms; Dir. Spell=Directed Spells; Secon. Skill= Secondary Skills.

**Secondary Skills:** Each secondary skill is abbreviated by giving the begining letters of the skill (***MERP*** Section 2.33). The bonus for that skill rank is given following the abbreviation.

**Languages:** Languages are abbreviated by using their first three letters (see ***MERP***, ST-1); exceptions: BS=Black Speech and Bet=Silvan(Bethteur). The rank for each language is given following the abbreviation.

**Spell Lists:** Spell lists are abbreviated by using the first few letters in each word of the spell list name; for example, "S/L Ways" refers to the "Sound/Light Ways" spell list.

| NAME | Ormon | Indis | Hethlind | Rozilan | Surion | Brandir | Gelmir | Axor | Yezmin | Kiral | Amroth | Lyli | Silnoi | Forin | Beregond | Nali | Carnel | Teiglin |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Race: | Corsair | Silvan | Beorning | Bl.Núm. | Dúnadan | Urban | Urban | Corsair | Haradan | Dorwin. | Noldor | Haradan | Umli | Dwarf | Rural | Dwarf | Urban | Silvan |
| Ht/Wt: | 6'/195 | 6'/140 | 5'6/140 | 5'9/150 | 6'1/190 | 5'8/165 | 5'11/180 | 6'/170 | 5'8/140 | 5'10/165 | 6'2/175 | 5'2/105 | 5'/130 | 4'4/125 | 5'10/180 | 4'2/120 | 5'5/125 | 5'10/120 |
| Profession: | Warrior | Scout | Ranger | Animist | Bard | Mage | Warrior | Scout | Ranger | Animist | Bard | Mage | Warrior | Scout | Ranger | Animist | Bard | Mage |
| Level: | 1 | 1 | 1 | 1 | 1 | 1 | 3 | 3 | 3 | 3 | 3 | 3 | 5 | 5 | 5 | 5 | 5 | 5 |
| Hits: | 42 | 32 | 57 | 30 | 69 | 34 | 75 | 54 | 50 | 46 | 52 | 41 | 103 | 83 | 80 | 78 | 61 | 71 |
| AT(DB): | RL(35) | RL(50) | No(25) | No(5) | No(0) | No(5) | RL(35) | RL(45) | RL(30) | RL(5) | No(40)* | No(5) | Ch(45) | Ch(50) | RL(35) | RL(25) | No(5) | No(25) |
| Shield: | Y25 | Y25 | Y25 | N | N | N | Y30 | Y25 | Y30 | N | N | N | Y35 | Y25 | Y30 | Y25 | N | N |
| Power Points: | 0 | 0 | 2 | 2(+2) | 1 | 3(+1) | 0 | 0 | 3 | 14 | 3(+2) | 6(+1) | 0 | 0 | 10 | 15(+3) | 30 | 15(+2) |
| Strength: | 97 | 73 | 75 | 38 | 77 | 51 | 100 | 80 | 79 | 44 | 77 | 59 | 99 | 88 | 88 | 59 | 86 | 46 |
| Agility: | 78 | 97 | 59 | 78 | 63 | 77 | 88 | 96 | 67 | 76 | 61 | 83 | 93 | 98 | 85 | 85 | 84 | 96 |
| Constitution: | 88 | 89 | 100 | 91 | 98 | 95 | 92 | 92 | 96 | 96 | 94 | 85 | 95 | 91 | 99 | 97 | 98 | 100 |
| Intelligence: | 44 | 71 | 42 | 90 | 89 | 100 | 54 | 65 | 63 | 83 | 89 | 98 | 69 | 76 | 73 | 86 | 100 | 100 |
| Intuition: | 75 | 81 | 98 | 97 | 46 | 57 | 80 | 88 | 92 | 99 | 46 | 81 | 91 | 90 | 97 | 99 | 55 | 94 |
| Presence: | 62 | 32 | 36 | 76 | 98 | 52 | 70 | 50 | 34 | 60 | 100 | 76 | 64 | 23 | 50 | 82 | 98 | 52 |
| Appearance: | 74 | 84 | 57 | 51 | 75 | 54 | 48 | 76 | 79 | 67 | 100 | 62 | 58 | 48 | 62 | 54 | 88 | 90 |
| NA Mov M: | 10 | 30 | 10 | 15 | 5 | 15 | 25 | 25 | 20 | 15 | 20 | 25 | 20 | 20 | 15 | 20 | 10 | 35 |
| SL Mov M: | x | x | x | x | x | x | x | x | 0 | x | x | -5 | 10 | x | -5 | x | x | x |
| RL Mov M: | -5 | 10 | x | x | x | x | 10 | 5 | 0 | -5 | x | x | 5 | -5 | 5 | 5 | 0 | x |
| Ch Mov M: | x | x | x | x | x | x | 0 | x | x | x | x | x | 0 | 0 | -10 | x | x | x |
| 1HE OB: | 53sc | 26bs | 22bs | 25sc | 41ls | 15ss | 84ls | 58sc | 51sc | x | 33ls | 30sc | 50ss | 30ss | 65bs | x | 60ls | 101ls |
| 1HC OB | x | x | x | x | x | x | x | x | x | 30ma | x | x | 100ha | 65ha | x | 45ha | x | x |
| 2H OB: | x | x | 17qs | x | x | x | 44ba | x | x | x | x | x | 45ba | x | x | x | x | x |
| Thrown OB: | 18da | 36da | 7da | 10da | x | x | x | 28da | 16da | 10rock | 23da | 15da | 35ha | 30da | 30da | 5da | 20da | x |
| Missile OB: | 18cp | 51lb | 12sb | 15cp | 11cp | 20sb | 29cp | 33cp | 16cp | 35cp | 33lb | x | 50cp | 50cp | 50cp | 15sb | 35cp | 60lb |
| Pole-arm OB | x | x | 22sp | x | 16sp | x | x | x | 26sp | 10sp | x | 20sp | x | x | 25sp | x | x | x |
| Climb: | 11 | 46 | 18 | 11 | 6 | 10 | 33 | 33 | 34 | 23 | 33 | 15 | 40 | 45 | 55 | 40 | 35 | 55 |
| Ride: | 11 | 21 | 28 | 21 | 6 | 5 | 23 | 18 | 69 | 33 | 18 | 40 | 20 | 15 | 45 | 35 | 15 | 25 |
| Swim: | 31 | 41 | 18 | 21 | 11 | 10 | 33 | 48 | 39 | 23 | 33 | 20 | 35 | 20 | 55 | -10 | 25 | 55 |
| Track: | x | 6 | 28 | x | x | 40 | x | 13 | 29 | 13 | 18 | x | 15 | 30 | 40 | x | 15 | x |
| Ambush: | 1 | 1 | 1 | x | x | x | 3 | 2 | 2 | x | x | x | 5 | 5 | 4 | x | 1 | x |
| Stalk/Hide: | 10 | 32 | 22 | 10 | 31 | 5 | 15 | 26 | 21 | 15 | 58 | 10 | 20 | 20 | 35 | 15 | 55 | 20 |
| Pick Locks: | x | 7 | x | x | x | x | x | 31 | x | x | 18 | x | 5 | 35 | 5 | 15 | 20 | x |
| Disarm Traps: | 10 | 17 | 25 | x | 6 | 5 | x | 26 | 15 | x | 23 | x | 15 | 40 | 20 | 25 | 15 | x |
| Read Runes: | x | 5 | x | 21 | 16 | 37 | 5 | x | x | 18 | 28 | 41 | x | x | x | 25 | 35 | 65 |
| Use Items: | x | x | x | 26 | 11 | 12 | 10 | x | x | 28 | 28 | 26 | 10 | x | x | 45 | 25 | 60 |
| Directed Spells: | x | x | x | x | x | 13 | x | x | x | x | x | 29 | x | x | x | 20 | 10 | 70 |
| Perception: | 10 | 28 | 32 | 21 | 6 | 20 | 20 | 34 | 36 | 41 | 20 | 25 | 30 | 50 | 50 | 60 | 15 | 55 |
| Secon. Skills:W | eathW35 | Acro50 | Forage60 | Sail50 | Acting50 | TrapB40 | Smith55 | Tumble40 | Sail35 | Signal30 | PublicS65 | RopeM40 | Row50 | Cave30 | WeathW30 | Cave30 | Mu30harp | Acro45 |
| Secon. Skills | Sail30 | WoodC30 | StarG25 | Cook20 | Trick30 | Contort15 | Acro15 | Sail10 | Gamble15 | Forage40 | Mu20lute | WeathW20 | Cave20 | Smith15 | LeathW20 | RopeM25 | Row25 | WoodC40 |
| Language: | Adû5 | Bet5 | Atl15 | Adû5 | Wes5 | Wes5 | Wes5 | Adû5 | Har5 | Log5 | Sin5 | Har5 | Khu1 | Khu5 | Wes5 | Khu5 | Wes5 | Que2 |
| Language: | Har4 | Sin5 | Nah5 | Har5 | Adû4 | Har4 | Har4 | Har5 | Apy4 | Wes5 | Que5 | Apy4 | Lab2 | Wes5 | Har3 | Sin3 | Har4 | Sin5 |
| Language: | Wes5 | Que2 | Wes5 | BS3 | Sin4 | Sin1 | Adû1 | Wes5 | Wes5 | Har4 | Wes5 | Wes5 | Umi5 | Har4 | Bet1 | Wes4 | Bet3 | Bet4 |
| Language: | Apy3 | Wes4 | Wai5 | Wes5 | Que1 | — | — | Apy2 | Adû2 | Adû1 | Har4 | Adû3 | Wes4 | — | — | Har5 | BS2 | Wes5 |
| Language: | BS2 | — | Bet3 | Apy4 | Har4 | — | — | Bet2 | BS2 | — | BS3 | — | Har3 | — | — | — | Apyl | — |
| Language: | — | — | — | — | BS2 | — | — | — | — | — | Dun3 | — | — | — | — | — | — | — |
| Spell Lists: | — | — | N.Guises | BloodW. | Cont.S. | SpiritM. | — | — | N.Guises | Bone/Mus | Cont.S. | SpiritM. | — | — | N.Guises | Bone/Mus | Cont.S. | SpiritM. |
| Spell Lists: | — | — | — | — | — | — | — | — | S/L Ways | Surf.W. | ItemL. | LoftyBr. | — | — | S/L Ways | Surf.W. | ItemL. | LoftyBr. |
| Spell Lists: | — | — | — | — | — | — | — | — | — | BloodW. | — | Ess.Perc. | — | — | CalmS. | BloodW. | UnbarW. | Ess.Perc. |
| Spell Lists: | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | Purif. | Phy.Enh. | UnbarW. |
| Spell Lists: | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | CalmS. | — | Ess.Hand |

**Note:** *For magic items and special possessions see the individual character descriptions in Sections 3.2, 4.2, and 5.2.*

# 2.0 INTRODUCTION

*"It is well known to us that the sea roads off the Red Cliffs of Haradwaith in the bay that the Northerners call Belfalas are infested with Pirates and Privateers. They are, of course, verminous scum. But they have yet to imperil our own shipping and they keep the Northerners from gaining sea power in this region. Let them raid, as long as our coffers stay full of trade gold!"*

— Borothor II of Umbar, addressing the other Lords of the City of the Corsairs

## 2.1 Gondor and the Pirates of Pelargir

The year is 1640 (Third Age), only a few years after the Great Plague decimated Northern Middle-Earth. Brave merchants attempting to build up their businesses after the grim Plague Years are increasingly tempted by the goods of the Southlands, which were almost unaffected by the disease. With every year, more ships head south, using the advantageous trade winds to speed them on their way to the rich ports: Kas Shadoul, Kas Shafra, and Asni Dat in the Haradwaith; Umbar, Haven of the Corsairs; and perhaps even farther places. There the brave traders of Gondor will sell their wool, honey, wax, iron, timber, and other Northern goods for the gold, gems, silk, spices, healing herbs, and other fine goods of the South.

They are brave voyagers, as I have said, and so they must be. The waters of Belfalas Bay are home to terrifying sea creatures of various kinds, but the wildlife is not the greatest danger that travellers face on this sea road. The quickest route south, and the safest from weather, lies close to the Red Cliffs of the Haradwaith. These towering walls of reddish sandstone are riddled with deep gashes that the natives call "cuts." These openings are too small for harbours and towns, but they are ideal for anchoring a ship or two away from prying eyes. As if this were not enough to tempt the wolves of the sea, there are chains of islets that also form havens for those who do not need enough room for an honest village or town. The numbers of these pirates, privateers, and reavers diminished along with Northern shipping, for wolves cannot survive without prey to feed upon, but their fortunes rise with those of the North, and they are once more on the prowl.

## 2.2 History of a Belfalas Pirate

Less than 15 miles south of the small port town of Sook Oda (see area map, inside front cover), there is a fortress, worn and in some disrepair, but still a stronghold to be reckoned with. It was built 100 years ago by a noble Haradan named Nashur do Hydar, but he was killed in single combat over the possession of a prized stallion (the horses of the Haradwaith are only surpassed by those of Rohan). The victor, a Corsair named Red Orleg, soon gained a reputation as a great leader of men and lover of order. His troops soon made the region peaceful, and as Orleg was not a Haradan, he was not involved in the common tribal wars that had made such a sturdy fortress necessary in the first place.

The strength of this castle is not only in its strong walls and tall towers. Above the main gate is a huge, magical gem, translucent and pale blue-grey in color: a moonstone. This stone, 1 foot in diameter, sheds a magical aura on the walls so that they resist damage by rams, by catapulted stones, or by sapping (+20 versus such attacks). In addition, anyone invading the fortress (that is, anyone entering without specific permission from someone within the walls) will have his presence announced by the raucous call, like that of some huge bird. For this reason, the castle is called the Moonstone Fortress.

Now the fortress has fallen on more chaotic times. Orleg's heirs did not inherit his virtues along with his property. The reputation of the fortress remained, so the region is still peaceful, but much of the money and treasure that Orleg inherited from the Haradan Nashur has been spent or gambled away. Orleg's greatgrandson, Gedron, now holds the delapidated castle. So hard were his fortunes 5 years ago that he was considering selling the magical gem. Thus the castle would have lost its most potent defense, but for a fateful meeting.

During an autumn storm, a ship was wrecked below the section of the Red Cliffs on which the Moonstone Fortress stands. As is natural, all the folk of the fortress (yes, all nine of them — nine, from a fortress that could shelter scores!) hurried down the steep paths to the beach north of the castle to see what they could salvage. There was little of use to be found, and only one survivor: a Black Númenórean prisoner, who was not drowned because he held onto the piece of timber that had anchored the chains to his leg irons.

This was Zokhad ir-Zorik, a former ship's commander of Umbar. He had turned traitor to his lord in Umbar and had fled northward, only to be captured off the coast of Tolfalas. The wreck was the Umbar warship that was bringing him back to stand trial and face certain death. Ironically, the doomed prisoner was the only survivor.

Zokhad, a cruel but intelligent man, was strong and hale. Yet even a Dwarf would be slow to recover from battle wounds, a flogging, and then near-drowning. Gedron, fascinated by his guest, spent many of the weeks of Zokhad's convalescence listening to the former commander's tales. In the history that Zokhad told his young host, the commander was a wronged hero, and the Lords of Umbar were ungrateful wretches or witless fools. In turn, Gedron described his penniless plight. Zokhad began to consider the possibilities of this mighty castle, owned by an unworldly young man who seemed easily influenced. At first, he thought in terms of a land-based band of robbers, or perhaps a protection racket. Later on, however, he was able to tour the Moonstone Fortress and observe its other great feature: a secret haven in a cavern below the cliffs and the castle, a hidden harbor capable of holding two or three ships, if their masts were stepped (temporarily removed).

Zokhad promptly changed his plans. Indeed, he and his young protege must take to robbery afoot or on horseback at first, but when enough funds were obtained, they might buy a ship. Thus they managed to buy a small sailing ship of the type used for coastal trading, which Gedron optimistically named the Bay Eaglet. Zokhad knew, however, that a larger ship was needed to intimidate other vessels. Thus, on a foggy day in early spring the next year, a small warship of Umbar came upon a coastal trader in trouble. She seemed to be listing badly, and her captain (who sounded very young) shouted that they had been attacked by pirates! The Umbarite hauled alongside and grappled to, taking the survivors aboard. The grateful victims brought along the paltry remains of their cargo: several small casks of strong wine, which they insisted that their rescuers accept. The Umbar crew, not at all reluctant once the ship was safely anchored in a small cove, accepted.

The apparently sinking ship was, of course, the Bay Eaglet, with her ballast drastically rearrranged by Zokhad, who knew well just how much such a ship could stand. He also knew that the captains of Umbar were always instructed to rescue traders and passengers who might have useful information about pirates or Gondor. The young captain was Gedron, his crew were the best Moonstone cutthroats, and the wine — was poisoned. Soon the Umbarites were dead or dying, and the ship, which had been followed at a distance by the Bay Eaglet, was Gedron's — and Zokhad's. It was renamed the Master Seawolf.

The two pirates soon gathered a crew of experienced and morally depraved sailors to augment their landlubber bandits. Gedron, who was thoroughly enjoying his life of crime, soon grew to relish raids. Their tactics have fallen into a pattern (although no one but they themselves have seen it often enough to detect it). While the Bay Eaglet, commanded by one of their lesser captains, scouts for prey, the Master Seawolf bides her time out of sight. When a victim is sighted, the former warship swoops in, rowed (just as she had been when her business was legitimate) by strong slaves, and grapples with the target. Zokhad handles the seamanship, and Gedron, his face shining with glee, always leads the boarding parties himself. It's not surprising that all the ports of Haradwaith have heard of the Laughing Reaver.

Justice in Haradawaith is somewhat haphazard by Northern standards. It is based on strong proof of injury, either some authority of the government (ranging from princes through governers to city or provincial guards) witnessing the crime or by at least two other witnesses submitting to a magical examination by a Truth-seer, who is usually a priestess of Kesht, goddess of truth and justice. In addition, Haradrim have a somewhat fatalistic view of fate and feel that people will get what they deserve in the end. They also do not believe in questioning others too closely about their everyday business. In view of all this, and the fact that most pirates prey upon northern vessels, it is perhaps not so startling that Gedron can ride quite openly into Sook Oda to sell (or spend) his loot. As long as his behavior is exemplary in town and no one comes forward to volunteer as witness against him, Gedron is greeted with nothing worse sidelong glances of anger or contempt, and some of the young men even admire him. He has gained some followers this way.

To resupply themselves with oarsmen and necessities such as food, Gedron and Zokhad had originally intended to depend on the ships that they raided. This soon proved impractical, for it was necessary to kill every man of a ship's crew to gain the time to remove so much. Another plan was necessary. Thus Gedron let out word that travellers along the coast road could stop at the Moonstone Fortress for the night. Some of the caravans disappear shortly after leaving. This produces a fair amount of goods and some number of new slaves, but supplies are needed in such quantities that some of them must be bought legitimately — or caravans would soon avoid a stop at the Moonstone Fortress. Of course, lone travellers and wandering shepherds often disappear in the vicinity of the castle, to be pressed into a new and unfulfilling career as galley slaves.



*Zokhad*

## 2.3 The Laughing Reaver and His Crew

**Gedron Moonstone (The Laughing Reaver)**

Now 27 years old, Gedron appears deceptively boyish and friendly. He is tall (6 ft 2 in.) and has grey eyes and wavy brown hair; these features, along with his grin, have attracted many local girls, even though Haradan lasses are not encouraged to pay any attention to men (except for their husbands, who are chosen by the girls' fathers). In reality, Gedron has become quite bloodthirsty. He enjoys slaughter, and Zokhad has encouraged him in brutality. His laughter is more maniacal than it is amusing.

Gedron uses a handsome +15 broadsword in battle. Like most sea raiders, he must go lightly armored, but his rigid leather breastplate gives him an additional defensive bonus of 10, and its matching leather cap protects his head as if he was wearing a steel helmet. A pair of black leather gaunlets enable him to climb rigging and the sides of ships with the skill of a talented cat burgler (+15 to climbing maneuvers). He has a mortal fear of enchantments and so wears an amulet of gold and ruby that gives him a bonus of +10 versus spells of Essence. He likes gaudy clothing and jewelry: he has a 20% chance of wearing any of his many pieces of jewelry at any time he is seen in public (see the description of his bedroom in Section 5.5 for a list).

**Zokhad ir-Zorik**

Zokhad is actually 62 years old, but the long lifespan of a Black Númenórean is his, so he appears no more than 40. Even taller than Gedron, and more muscular, the ex-commander cuts an impressive figure as he stalks the deck of the Master Seawolf (which he considers to be actually his, no matter what he tells Gedron). His eyes are a cold, clear grey, very startling in his deeply tanned face, and his hair, worn plaited into many braids, is a dull black and never curls. He has little patience with others, except for Gedron. His forbearance toward his protege would seem to be a redeeming weakness, but in actuality, Zokhad feels that he has only to wait for the reckless Gedron to be killed in a raid, leaving Zokhad in charge of the two ships and the Moonstone Fortress. Meanwhile, he bides his time and enjoys the slaughter from afar, as he dares not risk news of his continued existence arriving in Umbar until his new fleet is strong enough to withstand a raid from his old enemies. To this end, he hopes to capture other warships soon, or even buy a new ship.

Zokhad favors black clothing and armor: a recent acquisition is a breastplate of black dragonskin, which protects him as if it were steel plate, although it weighs no more than rigid leather. A mithril headband adorns his head and protects him as if it were a helmet. His +15 handaxe is Dwarfwork from the north. Around his neck on a mithril chain is a priceless artifact: an Amulet of Sea-mastery from Númenor. This large aquamarine, set in silver and engraved with runes, allows its owner to predict the weather for 24 hours ahead with 99% accuracy, to always know true north, and to detect obstacles beneath the water to a depth of 100 feet. It operates continually, serving its wearer as an extra set of senses. Only 15 of these amulets were ever made, and the locations only six of these are currently known (Círdan the Elven Shipwright has one).

**The Pirate Lieutenants**

*Ulbor* is the best of the four qualified ship's captains that Gedron and Zokhad have persuaded to join them. He is a black-haired, green-eyed Corsair, rather homely but immensely strong and with a good sea-eye. He has no desire to lead but is content with being essentially the captain of the Bay Eaglet, for he has a good home ashore, with a friendly girl to warm his bed and plenty of wine when he wants it. Fortunately, he doesn't drink at sea. His weakness is dice, and he usually loses his share of the loot within days of receiving it. Zokhad has (fortunately) forbidden gambling for basic equipment, so Ulbor still has his +5 sword (it is +20 versus Giants and Trolls, but Ulbor has never seen either), his +5 dagger, his +5 DB leather breastplate, and his amulet of fog-sight (allows wearer to see through fog as if it wasn't there for 1 hour).

*Kaldir* is also a good ship's captain but is quarrelsome and obnoxious. Zokhad has often considered having an accident arranged for Kaldir. The man is a Corsair, but he has some mixed blood that has made him a red-head, and he is very sensitive about it. The last crewmember to comment on it was abandoned 10 miles off the coast after a brutal flogging (Kaldir claims that the man was punished for insubordination). Kaldir longs to have sole command of a pirate ship of his own and is currently being kept more or less in line with promises of the command of the Bay Eaglet when there is a larger ship for Ulbor. Kaldir fights with a +15 sword that he took in personal combat with a Gondorian ship guard. His leather breastplate is +5, and his helmet protects him from head criticals 25% of the time.



**Kaldir**

*Ingar* is another Black Númenórean. He was flogged and left for dead in the small port of Sook Oda after being drunk on watch aboard the Umbar tradeship whose Second Mate he was. Zokhad has promised to finish the job this time if Ingar does the same aboard the Master Seawolf, and has come close several times already. When sober, Ingar is a handsome man, with the black hair and grey eyes typical of his race, but he is usually soused when he is not on duty and resembles a large drowned rat. He can be an admirable seaman (when sober) and is very grateful to Zokhad in spite of the dire threats to his person. Rather amoral, Ingar does not care what his job involves as long as he can drink when ashore. He owns a +10 spear, a +5 leather breastplate, and a +5 sling. None of these items has seen combat recently, for Ingar is basically a coward.

*Dulo* is a Haradan, a small (5' 7") man with tightly curled black hair and beard, dark brown eyes, and brown skin. He used to command a small coastal trader out of the port of Kas Shafra, but he ran into bad financial difficulties and had his ship impounded by local authorities. He worked for a brief while as a crewman on a larger ship but got into a fight with the captain and unwisely killed the man. Facing death by stoning for this crime, he escaped on a small boat and was washed into the secret harbor of the Moonstone Fortress one night. He was nearly killed for this tresspass, but upon questioning him, Zokhad decided that this particular intruder was more useful alive. Although Dulo is hot-tempered and rough, he does not really feel good about his current occupation and only sticks with it because he knows that the authorities are looking for him. He frequently gets into trouble with his current comrades by being "soft" about things like torturing rebellious slaves as an example to the others. He fights with a +10 mace, wears a leather breastplate +5, and treasures his most recent acquisition: a shell trumpet that summons a favorable wind for 5 hours when blown. This marvelous device can be used only once per full moon.

**Other Inhabitants of the Moonstone Fortress**

*Numa* is Gedron's current infatuation, a dancer from a tavern in Sook Oda. She thinks that Gedron is very handsome and was impressed with his wealth when he came to her old workplace, the Three Diamonds Tavern, so it did not take much to pursuade her to come with him to his "palace" (as he called it). She was told that she would be mistress of the Moonstone Fortress, but the reality is quite different. Gedron often beats her, she has no servants (as promised) unless she can persuade one of the other skivvies to lend a hand, and the fortress is dirty and unpleasant to live in, even without Gedron's attentions. She would happily leave, but she knows that a clean getaway is nearly impossible and that if she failed in her attempt, Gedron would cheerfully (literally!) kill her, for she knows too much. She bides her time and amuses herself by exploring the fortress when Gedron and the others are at sea. Numa is a Haradan: she is small (5'1") and has wavy black hair, deeply tawny skin, and brown eyes. To Haradan eyes, she is pretty enough, but a Northerner would find her either very ugly or beautifully exotic, depending on viewpoint.

*Emuna sut Kalik* is a rather powerful but somewhat demented mage who was chased from her tribe with stones and curses when it became known that she was using various tribesmen as subjects for her magical experiments. Volatile of temper but easily managed with flattery and gifts of gaudy jewelry, Emuna feels that she has gone up in the world by becoming the personal mage of such powerful lords. A scrawny Northern Haradan woman in her late 50s, she is well on her way to becoming a terrifying old crone. The apprentice pirates are terrified of her, as is Sofan (whom she despises as a weak town-dweller), but the older raiders treat her with cautious respect and sometimes take her on raids to provide magical terror for their prey. Numa respects the old lady for her powers but finds her rather revolting; nevertheless, the Haradan respect for the elderly leads Gedron's unwilling girlfriend to treat Emuna with courtesy at all times, and the hag has some affection for the former dancer. Emuna despises the other slave girls and has ferocious shouting matches with the Cook. The crazy mage's most prized possession is a headband of gold set with an "eye" made of ivory and turquoise, with a jet pupil. This somewhat disturbing ornament acts as a +2 spell adder, gives Emuna a 15 bonus on her DB, and protects her head as if it were a helmet. She uses it to anchor her gaudy headscarf. The mage has a +10 dagger and a black wood walking stick (+5 quarterstaff).

*Sofan do Sofan* is a healer (animist) who was left staked out in the desert for agreeing to help a young man poison his lover's husband (the youth was beheaded, and the wife was burned at the stake). A caravan discovered him and, believing his story of involvement in a tribal disagreement, took him along to their next stop, the Moonstone Fortress. Noting that there was no physician at the castle, Sofan talked his way into employment there (Gedron was highly amused at Sofan's lyrical descriptions of the advantages of having a doctor). He was somewhat dismayed when he discovered the true nature of his job but philosophically noted that his big mouth had gotten him into trouble again and he had better make the best of it. Unusually talkative for a Haradan, he has often provoked Zokhad into threatening to remove his tongue, but the crew find his wild tales very funny. Sofan is also tall for a northern Haradan (5' 11"). He has a wild mop of curly black hair and dark brown eyes and skin. Ulbor recently presented him with a small +5 dagger, and Zokhad has made sure than the doctor in the house has a x2 multipler amulet.

# 3.0 ADVENTURE 1: THE LADY GILWEN

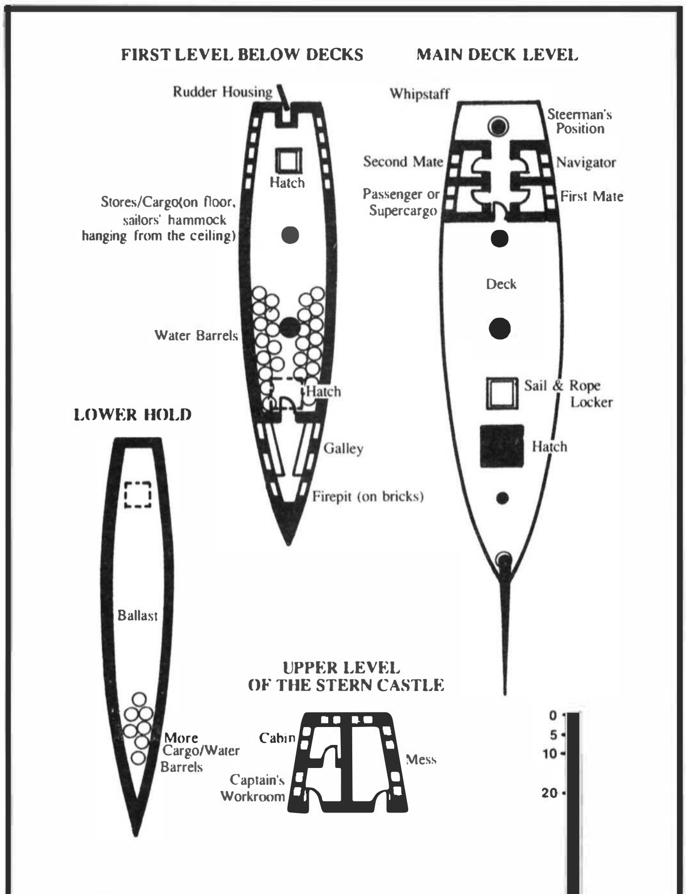
## 3.1 At the Tipsy Triton in Fanuilond

The harbor town of Fanuilond in southern Gondor is often the last stop for coastal traders heading south. Near the myriad islands and sand bars of the Mouths of Anduin, Fanuilond is a humid, mosquito-infested place that neverthless remains popular with sailors and captains alike because of the quality of the fruit and wine produced in the region imediately north of the town. Some of the best wine is served at the Tipsy Triton, a small, cheerfully grimy inn near the docks.

The Tipsy Triton is a good place to pick up news, be it gossip or the possibility of a job, so its tables are lined with out-of-work sailors, local and foreign merchants, and townsfolk who like good sea chanteys, fine tales, and great wine. On this day in late spring, 1640, the innkeeper, Lady Bereth, is pleased to note the annual return of the merchant Hallatan of Pelargir.

"Aye, Bereth my lass," says the stout, middle-aged merchant to the equally stout and middle-aged innkeeper. "The usual trip south ... but I've more to worry me this year. They say that the raids off the Red Cliff Coast grow worse each season. Here in Fanuilond, I hope to get not only my usual stock of wine, but some strong-hearted lads and lasses to keep an eye out for these cursed pirates and perhaps even fight off the sea wolves, if need be."

Bereth turns to the rowdy revelers at the tables. "All right, my hardy children! You've heard the good captain's tale. You've been talking very big about the fights you've fought, but I wager the only thing most of you have wrestled lately is a full wineskin! Here's a chance to prove yourselves! Will you not sail with the master of the Lady Gilwen? He's an honest old rogue, a fair master, and generous with them that deserve it. I daresay you could all make your fortunes with him!"




LADY GILWEN DECK PLANS

## 3.2 The Player Characters

First-level player characters (PCs) should be adequate for the task of guarding Hallatan's ship — as long as the PCs think quickly! Six likely would-be adventurers are waiting work at the Tipsy Triton this evening:

### 3.21 Ormon, a Corsair Warrior

Ormon's parents despaired of him at an early age because he didn't understand that Corsairs are supposed to have dignity and pride, rather than a desire to tell bad jokes and sing songs about lovers dying for each other. He signed on a Corsair trade ship last autumn and got off with a bad case of influenza at Fanuilond. Since then, he has served as a bouncer at the Tipsy Triton. He has saved 24 gp from his wages and gambling, but now he wants to return to sea.

Ormon is a tall, powerfully built youth of 19 with a lively sense of humor and a taste for sentimental ballads. He is also fairly good-looking, with green eyes and black hair, and has been popular with the barmaids. His most treasured possession is the +10 scimitar that his favorite uncle gave him when he turned 16.

### 3.22 Hethlind, a Beorning Ranger

Hethlind guided a party of Dwarves south to Fanuilond with a load of fine weapons for shipment south. In exchange for this, the leader of the Dwarven band gave her a silver bracelet that allows her to become invisible for up to 24 hours, once per day. She has spent most of her money on room and board at the Tipsy Triton while exploring the town and is down to 5 gp. With no other work in the offing and an adventurous spirit (after all, she is far from home), she would probably love a sea voyage. She could quickly learn to use her star-gazing skills for navigation.

Hethlind, 20 years old, has reddish blond hair, grey eyes, and a friendly smile, but she is not pretty. Rather, she exudes an air of cheerful practicality.

### 3.23 Surion, a Dúnadan Bard

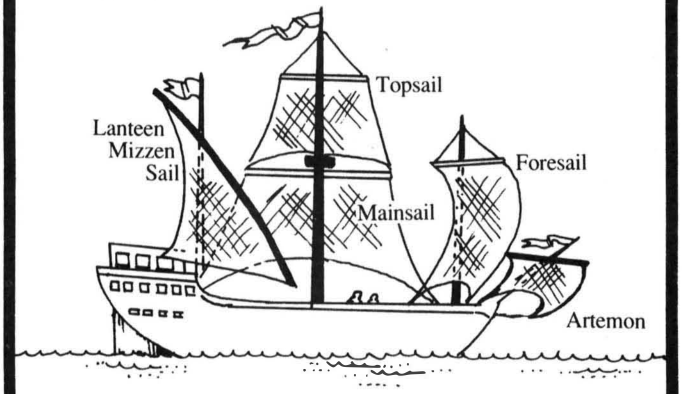
Surion has been travelling to get some knowledge of the Southern lands for his kinsmen and came south to Fanuilond as part of a group of travelling players! He had meant just to guide them and play background music for their shows, while checking out the area, but soon he was acting minor parts. When they went on west, he stayed in Fanuilond to report to his Aunt Nuneth, who recommended that he head south to learn the Haradaic language more thoroughly and experience the ways of the people. Thus he could later help keep an eye on the plans of the Enemy in the southern lands. Surion has been coming to the Tipsy Triton for the past week in search of a likely ship.

Surion recently celebrated his 21st birthday. He is not very tall for a Dúnadan but has the typical sternly handsome face, dark hair, and grey eyes of his race. He can be subtly humorous and is very interested in the music and art of other lands. He has a +15 longsword that was handed down to him by his great-granduncle.

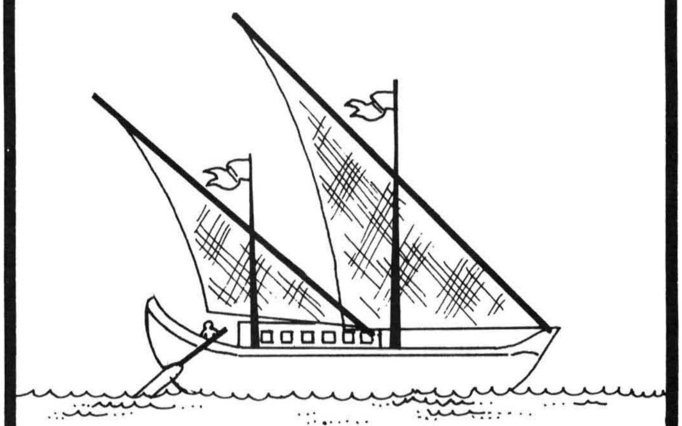
### 3.24 Indis, a Silvan Elf Scout

Indis came to Fanuilond out of curiosity: she wanted to see the ocean, and followed a party of travellers who said that they were going there. She is very shy and was teased a great deal by the human travellers but is beginning to develop a sense of humor about it all. An opportunity to actually travel on the ocean would suit her very well.

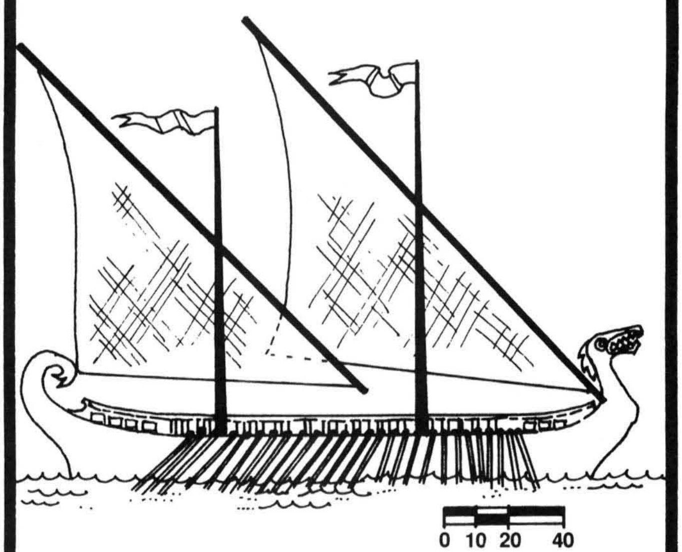
Indis is a very young Elf, only 16, and is quite pretty to human eyes, although other Elves consider her rather ordinary. She has dark brown hair and grey eyes and seems very tall to human beings (the travellers called her "Beanpole"). Her +10 broadsword was made for her by her father, a skilled craftsman, from whom she also learned the rudiments of woodcarving. She is very agile and likes to climb and do acrobatics.




**GONDORIAN COASTAL MERCHANTMAN**
Basic form of the Lady Gilwen



**HARADAN COASTAL MERCHANTMAN**
Basic form of the Bay Eaglet




**COASTAL RAIDER**
Basic form of the Master Seawolf

**SHIP TYPES**

### 3.25 Brandir, a Gondorian Mage

Brandir is a city boy from Pelargir who was in training there as the apprentice of a very bad-tempered old Mage named Gelfan. Gelfan was a very demanding master and had a strong arm and a hard hand, as Brandir had good reason to know. Of course, Brandir did not exactly try to keep the peace: he had a penchant for building elaborate structures designed to dump water on his master's head while he was studying scrolls or to open creaky doors mysteriously in the dead of night. After one beating too many for Brandir's taste, the apprentice ran off, taking with him the +1 spell adding amulet (it is in the form of a bronze ring with a coral bead, carved with tiny runes, set it in) that he was supposed to have at the end of his apprenticeship. Brandir is convinced that the old Mage will track him down here in Fanuilond and would love to go far away — the further, the better.

Brandir is only of average height and is a little heavy; he is trying to grow a beard by way of disguise, but as he is only 18, it is not growing very fast. He is brown-haired and brown-eyed and very cynical. Many nights of sneaking out of his locked, cell-like room at Gelfan's house have made him very good at wriggling through small openings (in spite of his size).

### 3.26 Rozilan, a Black Númenórean Animist

Rozilan was supposed to marry a minor noble of Gondor as part of a private (and illegal) trade agreement between the man's household and hers, a wealthy merchant family from the northern territories of Umbar. She was to have tried to pass as half Dúnadan, half Haradan. The noble died after being thrown from his horse a week before the wedding, and his family (who had been getting cold feet over the whole idea anyway) packed Rozilan off with only the clothes on her back and a small purse of gold (35 gp). She has no intention of going back to her family (after all, they had agreed to this silly scheme) but is getting somewhat homesick for the South.

Rozilan is fairly tall, with black hair, grey eyes, and darkly tanned skin; she will soon turn 19. She is very intelligent and energetic; now that she is free of family obligations, she is determined not to waste any time in seeing things of interest as she travels, before she decides where to settle down. Her dowry from her family included a rod of ebony, inlaid with silver wire in curling patterns, that allows her to use any one of the following spells once per day: *Minor Vessel repair* ("Blood Ways"), *Minor Nerve repair* ("Organ Ways"), *Minor Fracture Repair* ("Bone/Muscle Ways"), *Muscle Repair* ("Bone/Muscle Ways"), or *Cartilage Repair* ("Bone/Muscle Ways").

## 3.3 The Non-Player Characters

### 3.31 Hallatan of Pelargir

A shrewd, tough man in his late 40s, Hallatan has a rotund figure that belies his sturdy nature. He is somewhat stern to his crew, who nevertheless admire him for his keen nose for profit and his generosity to those who work well for him. He bought the merchant ship Lady Gilwen (which he renamed for his wife) with the profits he saved from jobs as navigator and captain on the ships of other men, rich merchant princes who would rather stay ashore and let hardier souls do the work of sailing the seas. That was 15 years ago, and Hallatan has hardly had a bad season since. The only exception was the Plague Year, when he lost nearly half his crew to the disease, along with his only daughter. Since then, he has been somewhat quieter and not as quick with either a joke or a curse. He dotes on his remaining children, his two sons Halmir and Gilmon, and on his new daughter-in-law, Halmir's wife Dorien. The captain is not particularly tall and has greying dark hair and eyes of a rather unnerving light hazel shade, almost yellow.

### 3.32 Halmir of Pelargir

Very much the son of his father, Halmir is also quick-witted and strong, but he is more cheerful of disposition than Hallatan and rarely gets angry. When he does, however, he is truly a force with which to reckon. Tall and dark of hair and eye, he is 24 years old and serves as his father's second mate and navigator. There is only one thing about which he is not very sensible: his new wife, Dorien. He is hopelessly in love with her and gives her whatever she wishes. Against Hallatan's better judgment, the happy couple has pursuaded the captain to take them both along on this voyage.

### 3.33 Red Dorien

Red hair is rare enough among the folk of southern Gondor that Dorien's flaming plaits have awarded her the obvious nickname. Fortunately, she doesn't really have the temper to match, but she does have the expected freckles (not too many, fortunately) and blue eyes. A bright and attractive girl, 18 years old, she was raised sensibly enough until the Plague Year, when all of her siblings died. Her parents, broken-hearted, proceeded to spoil their remaining child. Before this, it had been intended that Dorien should study to be a bard when she was old enough (she has musical talent), but after the death of the other children, she was no longer made to work hard at it. Her new husband's extreme love for her and her father-in-law's affection have completed the process, and now Dorien expects everything to go her way. She never resorts to tantrums, having learned that honey catches more flies than vinegar does. She is still very clever and interested in the world, as well as willful and hard to control.

### 3.34 Ragnir One-Eye

First mate of the Lady Gilwen, Ragnir lost his left eye to an infection that set in during the Plague. He has regained almost all of his quickness and coordination by now, however. Of moderate height, wiry, with dark hair and grey eyes, he has a ferocious scowl most of the time and usually plays the "tough guy" to the captain's "nice guy" in disciplinary situations. For instance, if a sailor must be whipped for a serious lapse of some sort, Ragnir wields the whip, rather than Hallatan (this rarely happens). Ragnir is not at all cruel, however: rather, he is very stern and constantly anticipates trouble. On the other hand, when the ship is safely anchored, he also likes to have a glass of wine and to tell wonderful tales of the faraway lands he has visited.

### 3.35 Vandor

This animist serves as ship's doctor, as well as predicting the weather for the captain and keeping track of any perishable or live items that may be part of the cargo. Vandor is 26 years old and came from Lamedon, originally. He was in Pelargir a few years ago and was fascinated with the sea and the ships. Hallatan saw his interest and let him sign on as a sailor with the Lady Gilwen. The captain was horrified at the end of the voyage to find out that he had hired an animist of some skill as a common sailor! Vandor, however, was delighted with the experience (even if it did give him many new callouses) and asked to stay on as permanent crew. The animist is pretty good friends with Halmir but is wary of Dorien: he considers her (accurately) to be unpredictable and a possible hazard the the captain's reputation. Vandor is tall and lanky, with sandy hair and grey eyes.

## 3.4 The Task

If the player characters take Hallatan up on his offer, he will hire them for the fee of 30 gp apiece for the voyage (considering that a common laborer is lucky to see the equivalent of 5 or 6 gp a year, this isn't bad). Note that the captain will not hesitate to take Southerners because he is a sensible man and knows that not all Southerners are pirates; anyway, Southerners who are spending some time in Gondor are probably not all bad (Hallatan rarely thinks of political activities, such as spying).

The PCs will not have luxurious accommodations, but they will not be expected to sleeps in below-decks hammocks like the common sailors, either. One small cabin will be provided for the male PCs and one for the females: these are the cabins labeled "passenger or supercargo" (a supercargo is someone in charge of a specific cargo) and "navigator" (since the second mate is also the navigator this time) on the diagram. Because of Dorien's presence, Halmir no longer shares his cabin with Vandor: the animist now bunks with the first mate, which does not make either of them happy.

The PCs will not be expected to work on daily tasks aboard ship; however, they will find that the sailors and other crewmembers will be more friendly if the new "guards" decide to lend a hand. The skills that they learn this way may prove useful to the PCs later.



*Ingar*

## 3.5 The Encounters

The GM will not roll for encounters on this ship voyage. Instead, there will be two definite encounters, as described below.

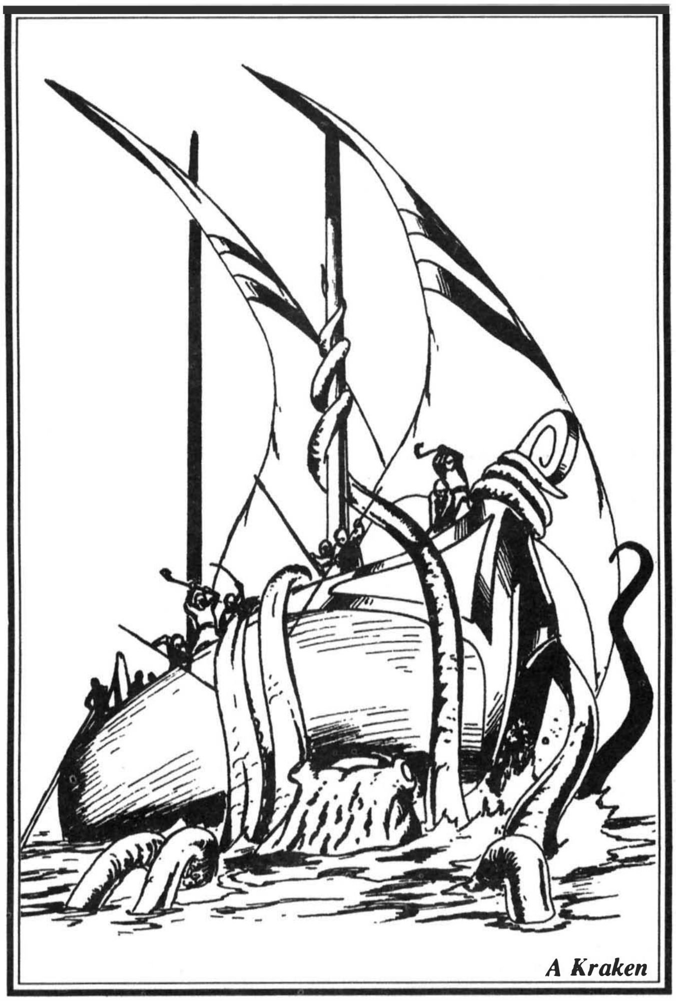
The voyage will be relatively uneventful for the first few days, but roll for weather. All of the PCs have good constitutions, so they shouldn't get seasick, but if the weather is rough, check anyway: seasickness "attacks" as a level 2 illness and causes -50 to all actions due to nausea for at least 15 to 42 hours (12 + 3d10). If the RR failure was by 15 or more, a -25 incapacitation continues for as long as the victim is at sea. The Lady Gilwen will anchor offshore at night because the rocks and shoals along the shore make night sailing hazardous. The prevailing winds at this time of year are favorable, so the first day's travel should take the ship to the cape near Harlond (see map) and the second day to near Nen Falastir. Hallatan will not put into port at either place unless there is a horrible storm (and even then, there is a 60% chance that he will decide that the shoals are too dangerous and instead head out to sea and anchor there with a sea anchor: it's safer). The GM is urged to consider carefully whether there should be a storm, even if the weather roll indicates one. This is potentially a very dangerous situation and the PCs will not be able to do much to improve things, which is not very fair and will not allow them to earn much EP. It will also be slow to run.

### 3.51 A Sea Monster

On the third day of the voyage, as the ship passes the vague border between Southern Gondor and the Haradwaith (and as the PCs are getting restless ...), in the waters near the Haradwaith town of Has Adri (although some 15 miles from shore), a diversion occurs. The Lady Gilwen is, at this point, crossing the Adri-Lot Deep, an arm of deep water that extends from the ocean. A sailor cries "Ulmo save us!" and points to the port rail, where several large tentacles are writhing across the deck. "A Kraken!" shouts Hallatan. "Your blades, my warriors! Quickly, before it splits us open like an oyster shell!"

The deep-sea Kraken rarely venture this close to shore, but the Deep provides this one with the space to do so. The Kraken is almost as long as the Lady Gilwen and obviously knows that edibles are to be had if the ship can be crushed or broken open. If a tentacle comes in contact with anything that moves like a living creature, the gigantic Kraken will pull in that limb, taking the unfortunate victim with it (of course, the Kraken must make a succcessful Grapple attack to do so). If the Kraken takes up to one third of its total hit points, it will give up.

If the Kraken scores an appropriate Crush on the ship and causes it to break open, it will grab 5 to 10 victims (again, it must Grapple for each victim) and make off at high speed. When it gets at least 1 mile away, it will stop to eat its prey. The remaining survivors at the wreck site must make their way ashore as best they can. Wish them luck! Fortunately, the waters hereabouts are not infested with sharks.



*A Kraken*

### 3.52 Pirates!

When the Lady Gilwen is beginning to change course near the cape of Ras Oda to enter the deep bay known as the Harnun Dat, the Bay Eaglet will pass them at a distance and will be noted, if at all, as a Haradan coastal trader or large fishing vessel. An hour or two later, as the Lady Gilwen begins the awkward business of sailing with a crosswind, the Master Seawolf will begin to pull alongside, flying the red flag of the Belfalas Pirates. The Bay Eaglet will cut across the bow of the Lady Gilwen and attempt to prevent the Gondorian ship from proceeding. Meanwhile, the Master Seawolf's crew, led by Gedron, will attempt to grapple the ships together and board the Lady Gilwen.

Hallatan's crew will, of course, try to fight off the boarding party and prevent the grappling attempt. Each ship's crew has archers that will attempt to cover their comrades who are engaged in the ticklish operations of grappling and preventing grappling.

If the raiders succeed in getting on board, they will try to incapacitate (but not necessarily kill) all crew members with weapons. This will include the PCs. The pirates' principal targets for looting will be the cabins (where they will find Hallatan's fairly primitive secret compartment easily). If no good loot is found there, only then will they try the hold. They will also take a few strong-looking sailors who are uninjured or have only minor injuries as galley slaves. Finally, Dorien's red hair and good looks will make her a prime target: many lords of Umbar or even farther south would pay good money for such an unusual and pretty slave girl (Hethlind the PC, who also has reddish hair, is unlikely to be a target for this, as she is not very pretty). Dorien will struggle but she is not very large or strong and is not likely to escape. Unless the PCs and crew prevent it, Halmir's new bride will be carried onto the Master Seawolf, kicking and screaming the entire way. With her will go the contents of Hallatan's safe and anything else that the raiders can grab.

While the pirates are on the ship, they will slash as many ropes as possible and attempt to cripple the rudder so that the Lady Gilwen cannot follow them when they make their escape. If the pirates get clean away, the remaining crew and PCs will have from 12 to 32 hours' worth of work just to get the ship moving again. Even then, Hallatan (or whoever is left in command after the fight) will not attempt to get to Kas Shadoul, far down in the Harnun Dat, as he had orginally planned, but will instead set sail for Sook Oda, which is much smaller and far nearer.

The PCs may, if they dare, attempt to follow the raiders onto the Master Seawolf. Of course, the pirates have guards to prevent it. The GM is advised to prevent the PCs at all cost from getting onto the ship if it will result in the party being split in half (a split party is a very difficult situation to referee). If the entire party goes on board at once, they will probably be fought into submission (they are quite outnumbered). Logic would seem to dictate that the tougher-looking PCs be retained as galley slaves or worse. However, in the interests of the game structure and further adventures, it would be better to have their uncon-scious bodies thrown into the water if there are enough crew left on the Lady Gilwen to rescue them, or otherwise thrown back onto the Lady Gilwen's deck, along with jeering comments about "Leave the kids at home next time!" and "These 'uns are too scrawny; we're throwing them back!" The within-the-game logic in this is that the PCs (1) will probably too badly injured in the battle to use as slaves right away (and the raiders aren't going waste any healing on slaves) and (2) are too cantankerous to be much use as slaves anyway.

Even if the pirates are fought off, Hallatan will put into Sook Oda to report the attempt and to reward his brave crew and guards for the victory by letting them have a night on the town. In either case, victorious and drunk or beaten and drunk, the PCs and the younger members of Hallatan's crew (Vandor and, if Dorien has been carried off, Halmir) will end up in the Northern Girl, the friendliest tavern for Northerners in Sook Oda.

# 4.0 ADV. 2: SEARCH FOR THE RAIDERS' HARBOR

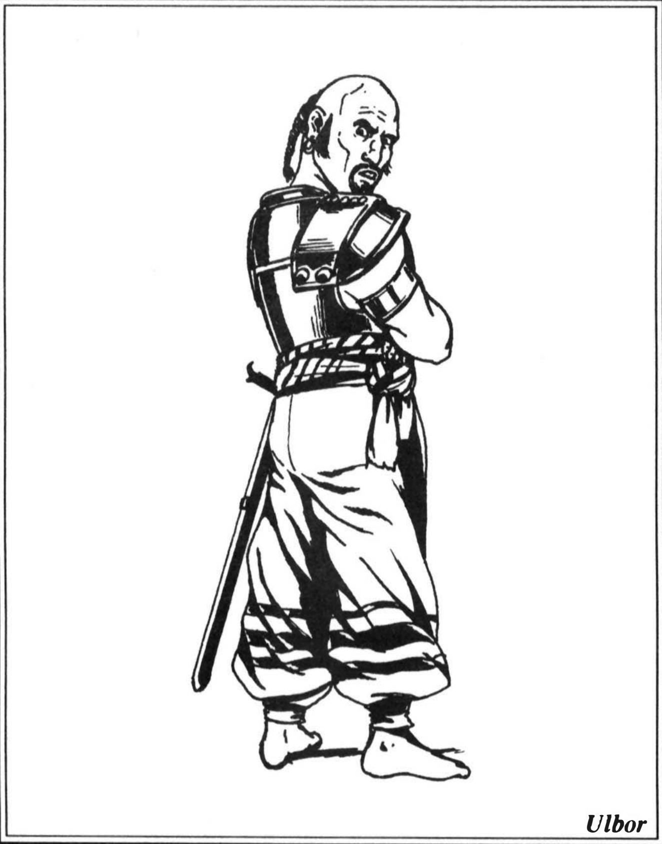
The Haradwaith coastal town of Sook Oda ("Oda's Market," names after its first Hetman, or mayor) is abuzz with the news of the latest offense by the Laughing Raider: an attack on the Gondorian merchantman Lady Gilwen. The ship's master, Hallatan of Pelargir, holds forth in the Northern Girl tavern soon after he comes ashore, telling of the pirates' bold attack on his ship.

## 4.1 Starting the Players

What exactly Hallatan says will depend on whether your PCs played through the first adventure. If they did, then you may already know what Hallatan will say! For some suggestions one way or the other, see below.

**IF THE LADY GILWEN LOST TO THE RAIDERS**

If you didn't run Adventure I, read through that material to get the background and then run this adventure as if the Lady Gilwen survived the attack by the Kraken but lost the battle with the pirates. Thus most of Hallatan's gold and valuables and his daughter-in-law Dorien are now in the hands of the Laughing Raider and his scurvy crew.



***Ulbor***

"Two ships!" bellows Hallatan. "Two of the plaguey things against my own wee ship! My lads are brave, but they're not warriors! All my gold gone, aye, and the Elven jewels that the Talaf Mymun ordered last autumn, but that is not what grieves me! They have stolen my daughter-in-love, my son's wife Dorien! Even now she may be on her way to some desert cheftain's harem! Alas, the poor darling! All she wanted was to view the sights of the Haradwaith, curse me for a fool that I wished to indulge her in it!"

Hallatan's son Halmir sits near his father, his head in his hands, tears running unheeded down his tanned face. His animist friend Vandor sits nearby, unable to think of anything comforting to say. Ragnir, the one-eyed first mate, is scowling more ferociously than ever and cursing steadily under his breath. The surviving sailors of the Lady Gilwen mope about, heads hanging. What could a sailor do against pirates? A pirate raid isn't a bar fight! Yet they feel that they should have done more.

> **NOTE:** *If you ran the first adventure and Hallatan was killed, then obviously someone else should tell the story: either Ragnir or Vandor. Of course, if anyone else is missing, they must be written out of the picture too.*

Sakur do' Akil, the owner of the Northern Girl, puts a comforting hand on Hallatan's shoulder. "It is certainly not the first time, by all the spirits of Paradise, that this raider has struck against a merchant ship! And not all of us believe Northerners to be worthy of whatever misfortune may befall them! Here, in my humble tavern, are those who would gladly see this Laughing Fiend put to a slow and miserable death. Come, friends, lend your aid to this worthy shipmaster! This Laughing Raider, this mocking murderer, he has lived too long!'

**IF THE RAIDERS LOST TO THE LADY GILWEN**

If the PCs were in the first adventure and were involved in successfully defending the Lady Gilwen, then there is no Dorien to rescue from the raiders: she is sipping wine beside her husband on a bench in the Northern Girl as her father-in-law tells his tale.

"Two ships full of them, aye, but we fought the rascals off! They barely made off with their lives, most of 'em, and here we are, mostly safe and sound, thanks to these brave hearts I was clever enough to bring with me," (he winks jovially at the PCs). "But what of others, hey? I doubt we're the first this chuckling scoundrel has attacked, and daresay we won't be the last!"

"You are very right, old friend," say Sakur do' Akil, the host of the Northern Girl. "At least four ships they took last summer, and the crews of those could barely get their vessels to port here after the villains had left them. You escaped safely this time, praised be all the spirits in Paradise, but maybe they will take after you again, even on your return trip. And if you are not their next victim, surely some other fine merchant will be. This laughing fiend and his crew of rogues have a fierce hunger for gold."

"Aye, that's the bitter truth," replies Hallatan. "I fear that the only solution is to kill the sea wolves in their den, for I know well that no one in the Haradwaith has a warship, and we all know what the Lords of Umbar think of the pirates! But where do these scurvy raiders make their harbor? Surely not even the worst Hetman or Governer of the Haradwaith would give them a base? Thus they must have some secret haven for those two ships. I would give a lot to have that place discovered!"

"So would I," affirms Sakur. "So would our Hetman Haruth! Well, there's our answer. We will all put up a reward for the discovery of this wolves' den. Do you hear that, my guests? This worthy Northerner and I would pay you well to discover the hiding place of the Laughing Raider and his crew! Also, our blessed Hetman will surely sweeten the reward! Come, even if none of you thirst for justice, surely some of you need gold!"

Hallatan eyes the PCs hopefully. "How about you, my doughty guards? Would you like some more gold in your purses? If you aquit yourselves as well on land as you have at sea, you could do very well!"

## 4.2 The Player Characters

If the PCs are veterans of the first adventure, they will probably have made 2nd level (remember to take points for travel and new experiences into account, as well as points for combat, good ideas, and so on). This adventure is really geared more to 3rd levels, however, so give them some extra firepower by sending another NPC or two along with them. If Dorien has been kidnapped, Halmir and Vandor (if still around) will certainly go along. If she hasn't, Vandor will still offer to go. In addition, you may send along either some appropiate NPCs (Yud, Tahar, and/or Syron; see Section 4.3) or use some of these PCs as NPCs.

### 4.21 Gelmir, a Gondorian Warrior

Gelmir grew up in Minas Anor, the youngest son of a guard of the city. A serious, intense young man, he felt the urge to make his own way in the world, away from the high reputation of his father and the expectations raised by the fighting skills of his three older brothers. He made his way south as a guard for overland merchant parties and saw lots of fighting action against both beasts and bandits on the road. His +10 longsword was a parting gift from his family, but his +5 shield was taken from a bandit leader 2 months ago on the road from Kas Shadoul to Sook Oda. Gelmir was wounded in that exchange but managed to kill his foe anyway, successfully defending his merchant clients. The grateful traders left him in the care of Sook Oda's only competant healer and gave Gelmir 100 gp. He is now fully healed and getting bored and restless.

Gelmir is 20 years old and has dark brown hair and hazel eyes. His ruddy skin and a broken nose make him rather unattractive, but his self-confidence makes him impressive, even though he is not all that tall for a Warrior.

### 4.22 Yezmin, a Haradan Ranger

Yezmin sut Zareb was the only child of a solitary Haradan hunter and his wife. Because of his isolated way of life, her father Zareb was not constantly influenced by more conventional Haradan ways as he would have been in a tribal situation. Also, his wife died when Yezmin was only 7 years old. Thus Yezmin learned to hunt from her father as if she was his son, not his daughter. When Yezmin was 19, Zareb was killed by the bite of a poisonous snake. Yezmin was heart-broken and wild with grief for a period of weeks, but then realized that she had to make a life for herself now. Lonely, she sought out other people, but the tribal Haradrim of the desert were too traditional to accept a female hunter. She had more luck in the towns and has been earning a living by guiding caravans.

Yezmin is now 21. She carries her father's +10 scimitar and has a +5 target shield that she bought with the pay from her last job. Her unfortunate and unusual life has made her cynical and rather aggressive toward others, but she has a soft spot in her heart for those who are victims of greater force or ill luck, as long as the victims tried their best (as she has) to make the best of it on their own.

### 4.23 Amroth, a Noldo Bard

Amroth often jokes that he is the only Noldo south of the Anduin. This may not be true, but the folk of Sook Oda certainly believe it. Amroth is unusually sociable for one of the Fair Folk and came south with a Human friend of his, "Just for a change of scene, you might say," as Amroth puts it. The friendly atmosphere of the Northern Girl warmed his heart and he has spent a month here, while his merchant friend continued on south. Even before this, Amroth had done a great deal of travelling in the lands of Men, picking up songs and tales as he went.

Amroth is extremely attractive even for an Elf. The Haradan girls of Sook Oda are fascinated with him, but he carefully ignores them to avoid the wrath of their fathers. He has fair skin that nevertheless seems impervious to the hot southern sun, silver blond hair, and green eyes. His face is often twisted into a sardonic grin, and he has a sharp tongue upon occasion. He has a +5 longsword from his father and a gold ring set with a beryl (the transparent green gem often called "elfstone") that acts as a +2 spell adder and also allows him to use a *Shield* spell twice per day upon command (acts as a target shield, subtracting 25 from attacks, for 5 minutes, that is, 30 combat rounds).

### 4.24 Axor, a Corsair Scout

Axor, 17 years old, has had a varied life. Since running away from home at 13, he has been a ship's cabin boy, a bouncer in a tavern in a town in Umbar's territories, a thief, and a bodyguard. During this last employment, he ended up in Sook Oda when he fell ill from eating bad food at the Moonstone Fortress caravan stop. He managed to hide his symptoms for a while, but soon his employer, a trader who needed a bodyguard because he had bribed the wrong people, had to leave him behind in the nearest town. That was 5 days ago, and Axor is now fully recovered and going stir-crazy in the little town. He hangs out at the Northern Girl, looking for action.

Like most Corsairs, Axor has black hair (which he wears long and tied into a horse-tail), grey eyes, and deeply tanned skin. He is tall for his age but still slender and has not yet come into his full strength. He is becoming handsome as he grows older and knows it. Although he tries to act cool and aloof, he is really full of daring and acts before thinking all too often. During one of his less honest periods, he stole a +10 scimitar from a drunken mercenary. He also has a +5 DB rigid leather breastplate, a gift from his last employer (who meant it as a loan but was in too much of a hurry to leave Sook Oda to bother about retrieving it).

### 4.25 Kiral, a Dorwinadan Animist

Following a tradition of the Dorwinadan priests, Kiral undertook a journey of learning at age 18. He travelled south and west, gathering herbs, observing the world about him, and talking to many different people. Still on the road long after the prescribed year had passed, Kiral felt little inclination to go back: the wandering life suited him, allowing him to see new sights and heal those who seldom see an Animist or any other kind of effective healer. He has been in the northern Haradwaith for the past 8 months, visiting tribal healers and gaining their trust so that he can learn about the local herbs and remedies.

Kiral is a quiet man, sensitive to the moods and needs of others and very observant. He is only of average height and rather slenderly built, without much muscle. His hair and eyes are brown, and his skin has the distinctive sallow color of his race. He brought with him from home an excellent composite bow, +10, and an old crone whom he helped in the Nindalf marshes gave him a talisman that turned out to be of great potency: it gives him 8 more spell points per day, gives him the ability to cast healing spells on targets up to 10 ft away, and allows him to throw his spells as if he were three levels higher. He also has 35 gp and a pouch containing the following herbs (number of doses in parentheses): yavethalion(3), tarnas(1), edram(4), harfy(2), arpsusar(2), dagmathar(2), belramba(1), mirenna(9), suranie(12).

### 4.26 Lyli, a Haradan Mage

Lyli was married at an early age (15) to an elderly Mage of Kas Shadoul. Her new husband, Yussul, was smitten with his much younger wife's charms (Lyli can be very charming — if she wants to) and much struck by her great intelligence, which had previously had little chance for use in the constrained life of an upperclass Haradan maiden. He started to teach her his craft. She was an apt pupil, but her training was cut short when Yussul died of a heart attack. She grieved for him more as a teacher than a husband and recovered in a few weeks. Then, for a few months, she attempted to live as mistress of her household, but Yussul's ambitious journeyman Kannok used Haradan law and tradition to take that power away from her. Furious, she dressed as a boy and stowed away on a Haradan ship. When she was discovered by the crew, they thought her a lad and allowed her to stay on as a 'prentice sailor and cabin boy. The risk of discovery was too great, however, and Lyli jumped ship at Sook Oda after her second voyage. She sold a pearl brooch (given to her by Yussul and kept hidden while aboard ship) for money to live on at the Northern Girl, where she has stayed for 2 months while trying to convince the local Mage to teach her more.

Lyli is little and wiry and still looks rather boyish, even in more feminine attire. Aboard ship, she learned to use a scimitar and has now puchased a +5 blade. She also has a tiny amulet that gives her +1 spell per day and badly wants a more effective device. She still has a lot of pride even after her misadventures and yet is also very inquisitive, so she cannot always maintain her proud facade. She is very interested in any means to increase her magical knowledge.

## 4.3 The Non-player Characters

### 4.31 Haruth do Ramam

Hetman of Sook Oda, Haruth is a cynical man, a Haradan with a jaundiced view of the increasing domination of the region by Corsairs and Black Númenóreans. Afflicted with a variety of minor ills, he usually looks annoyed and irritated, but his mind is very sharp and he is (by Haradan standards) a good hetman, swift with justice and cautious (but generous) with mercy where appropriate. In appearance, he is a skinny little man (5'5") with sharp features, thinning black hair, a pointed beard, and very dark skin. He looks every day of his 56 years. He would be glad have the Laughing Raider put to death for piracy, if his hiding place could be discovered, and will offer 250 gp for this task. He would also reward evidence of the Raider's death or destruction of his ships.

### 4.32 Shamara sut Katub

High priestess of Kesht, Shamara is the only Truth-Seer and the best healer in Sook Oda. A stern woman of early middle years (41), she is rather tall for her race (5'6") and statuesque in figure. She wears the white robes of her calling with pride, and her face is partially veiled in the old way of noble Haradan women: indeed, Shamara is a figure of unusual dignity in this little coastal town. She has a weakness for daring young people, as long as they are honest, and total scorn for those who live by lies.

### 4.33 The *Northern Girl* Staff

*Sakur do 'Akil* inherited the inn from his father, along with a healthy respect for honest folk, whatever their race. As old Akil always said, "Better to trust an honest outlander, however strange his ways, than your brother who has cheated you before. Blood may be thicker than water, but it doesn't pay bills." Sakur is popular with both townsfolk and foreign traders, and many a lonely drunk has found the host of the Northern Girl to be a sympathetic listener. A stout man of medium height, his round chin framed with a drooping black moustache and his dark eyes twinkling as he carries a tray of wine cups, Sakur is a welcome sight to many a weary traveller from the North.

*Arza sut Timman*, Sakur's wife, is a small, plump woman who likes hot, spicy food (which she cooks very well, although she will prepare plainer fare upon request), hotly colored clothes, and hot gossip. She knows almost everything that goes on in Sook Oda, including the fact that Numa the Dancer ran off with young Gedron Moonstone and hasn't been back to visit her best friend (the other dancer at the Three Diamonds, the Northern Girl's only real competitor for business) — not even once — even though Gedron has been seen there three times since! Arza knows that many of the town merchants have their doubts about the origins of Gedron's goods, but no one likes to ask too many questions (even Arza gets her tidbits merely by careful listening).

The Northern Girl has two bouncers. One is a phlegmatic young giant (figuratively speaking: although entirely human, he's 6'7" in height) of a Northman who has sworn never to go home again since his older brother stole his ladylove. The folk of Kas Shadoul call him White Hallan because of his fair skin and hair, but his name is *Hallan Skord's Son*. He rarely leaves the inn before sundown because he sunburns so badly, but no one in the city has yet beat him in wrestling. The other bouncer is a short but stout young Haradan whose appearance is very deceiving: he is VERY muscular and not all that stupid. *Yud do Sarsor*, as he is named, once visited the Moonstone Fortress as a caravan guard a year ago and swears that he saw several men being brought in, late at night, chained together. Yud says that they were taken into a tower by armed guards. No one believes him, and he might be persuaded to come prove his story.

Sakur's youngest child is a rogue of a 15-year-old who is temporarily in disgrace after being kicked off his uncle's ship during his first assignment as cabin boy. He played too many practical jokes on other crewmembers. *Tahar do Sakur* is handy with a boat, whether oared or with sail, and has sailed by the Red Cliff Cuts and noted their proximity to the Moonstone Fortress. A level 1 scout, he would jump at a chance for adventure.

### 4.34 Syron Pathfinder

Syron Pathfinder is a frequent visitor to the inn. A laconic Corsair Ranger with a taste for good wine and northern pipeweed, he has been asked to keep an eye out for some of the travellers who have disappeared near the Moonstone Fortress. He was nearly skewered by fortress guards armed with bows when investigating the territory nearby, but escaped by apparently leaping to his death from the cliffs into the sea (actually, he climbed down until he was partially hidden by an overhang and camouflaged himself further with his magical cloak — Elven-type, but made by Haradan wisewoman). Syron is touchy to deal with and suspicious of strangers but has a weakness for discussions of herb-lore and wildlife. He will quickly warm to anyone who discusses these subjects with real interest, even if that person is relatively ignorant of the topics. Arza knows of his interests but usually respects his privacy (a good logical argument might win her over, however). Syron is relatively free of his race's dislike of other northern races, mainly because there are very few people of **any** race that he feels he can trust.

## 4.4 The Task

The objective is, of course, to discover the stronghold and harbor of the Laughing Raider and his crew. No one really knows the identity of the pirate, but many have suspicions about the Moonstone Fortress and its inhabitants. The residents of Sook Oda are not blind and are far from stupid: if Gedron Moonstone's only source of income is the lousy caravan stop, where does he get so much money?



Gedron

The Northern Girl Tavern will, of course, be the starting point of the expedition. If a lively discussion of the possible identity of the Laughing Raider and the possible location of his harbor takes place in the inn, the various staff and regulars (such as Syron) will soon be putting in their 2 coppers' worth. The description (by Hallatan) of his attacker as a young Corsair with an unpleasant laugh will lead Arza to note (as she has several times already) that young Gedron Moonstone seems the very man, and who knows where he gets those northern goods he sells here in town. Syron, after a few glasses of wine and if he has been approached indirectly, may comment on the strange activities aroung Gedron's fortress. This, in turn, will probably cause Yud to repeat (for the hundredth time) his tale of chained prisoners there. If the matter of where could a ship possibly dock along the steep Red Cliffs is brought up, young Tahar may offer some speculation about hiding a ship in the Red Cliff Cuts, but he will no doubt be shouted down by his elders, who will regard such an idea as nothing more than an Elf-tale.

If the players make it clear that they are accepting the task, Hallatan will arrange for any needed ordinary supplies, inncluding horses, if desired (although the party may be better off without them). This is mainly a scouting mission, but away from the town is a desert wilderness, and unexpected dangers may lurk on the way to the Moonstone Fortress.

**REWARDS**

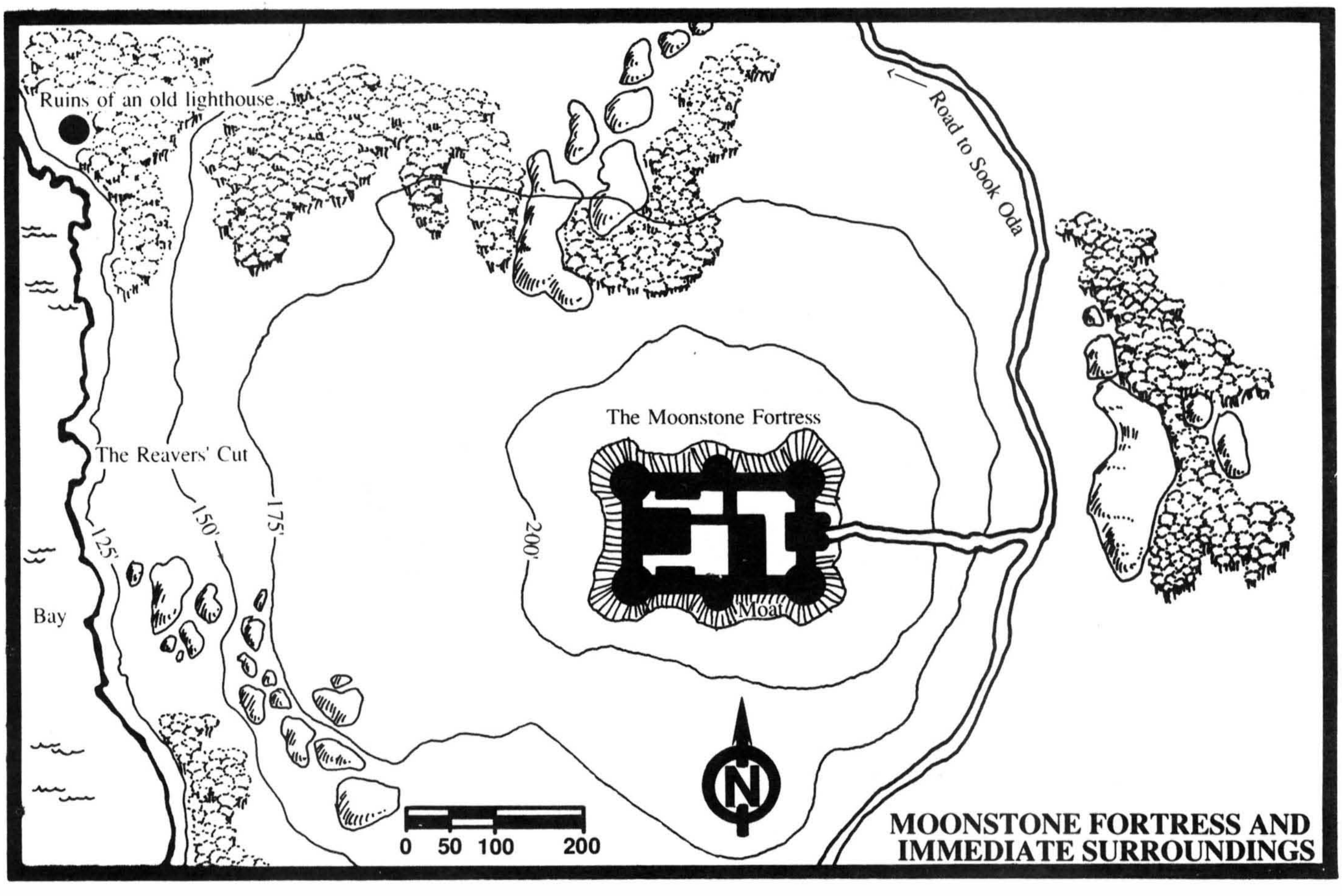
Hallatan is offering 100 gp for the discovery of the Raider's stronghold. Sakur is adding another 100 to the pot, and Haruth's addition to the reward fund brings the total to 450 gp. Finally, who knows what the adventurers may find on their own during the search for the Raider's den?

## 4.5 The Expedition and Encounters

It is not at all far to the Moonstone Fortress. The players may want to first approach it openly by posing as travellers, but of course, that has its own hazards (remember that the raiders may have just lost rowers in a battle and may be looking for replacements). This approach may work for a first appraisal of the fortress, however. If the players are rash enough to start sneaking around at night (try to have the accompanying NPCs dissuade them), use the material in Adventure 3 (this is a quick way to get rid of PCs, so do your best to talk them out of it). A less hazardous approach is to scout out the fortress off the beaten path, either by land or by sea.

### 4.51 Approach by Land

If the players try sneaking through the rough, they will find themselves in a desert wilderness alive with birds and beasts. Encounters with wildlife will be frequent and often dangerous. They can only do this on the inland side of the road, since the cliffs above the sea are a scarce 100 ft from the road on the other side and there is no cover at all. The inland side, by contrast has lots of rocks and scrubby vegetation up to 8 ft tall. Moving slowly and carefully, it should take the players a day and a half to reach the fortress. Of course, they may choose to cut their time by taking the road until the are less than a day from the fortress, but someone should tell them about the possibility that the pirates may patrol the road, since it is their regular supply route. If they decide to do it anyway, have a pirate patrol (see Second Day Encounters, below) come by so that they will decide to go for the bush. On the first day out, once the party is at least a mile from Sook Oda, start rolling for encounter hourly (check the weather, too — an unexpected sandstorm could make things interesting). A roll of 1-80 means no encounter. For other rolls, read on. Once an encounter has occurred, it will not occur again.




MOONSTONE FORTRESS AND IMMEDIATE SURROUNDINGS

**FIRST DAY ENCOUNTERS:**

**Roll 81-87, A Wild Cattle Stampede:** A low drumming comes from the ground, detectable on a Perception roll of 100 or better (including bonuses: you roll the dice, or the PCs will know that something is up). Almost before anyone can move, a herd of wild cattle, white-eyed with fear, charges toward the party. The cattle are fleeing from some predators (probably a Great Cheetah, which hunts in daylight). There are at least 12 of them. The PCs must immediately decide what to do. Give them no more than 30 seconds real time and have them write down their immediate actions on paper and give them to you. Then determine what happens. The cattle, unless forcibly stopped, will follow a straight line and will not turn aside. Assume that the PCs have 1 round to act.

**Roll 88-93, A Pit Spider's Trap:** The ground beneath the PC or PCs in the lead gives way (the area is a 10 ft diameter circle and will cave in when more than 130 lbs of weight is put on it), dropping the victim or victims into a pit 20 ft deep. They may take damage as follows: a 2-handed weapon attack, with a bonus of +20 for the distance fallen and +10 for every 50 lbs of body weight (that is, a 150 lb character will take a 2-handed attack +50). The criticals are all Crush. In the pit is a giant spider, 5 ft across, who will attack the fallen party members with its sharp mandibles and its lvl 5 poison. If the spider scores a critical, this poison will in any case give 2-20 points of damage due to tissue damage around the wound. In addition, if the victim fails its RR by 15 or more, the poison will paralyze for 12 to 30 hours (10 + 2d10). The spider saves its paralyzed prey for later meals. If the party has the leisure to explore the pit, they will find the bones of several large animals (a horse and two cows) and those of a man. Amid the human victim's remains are 37 gp, a +10 longsword, a +10 light crossbow, and a +5 target shield. A good Perception roll (90 or better, including add) will reveal to anyone native to the area that the man was a Corsair, given his gear and clothing remains.

**Roll 94-98, A Thicket of Catclaw Bushes:** A member of the party, straying slightly from the rest (roll randomly for anyone who is not totally surrounded by other members of the party), cries out in pain and shock as he or she is entangled in the thorny branches of a catclaw shrub. These semisentient plants fertilize themselves by catching animals and people in their flexible, mobile branches, armed with hooked clawlike thorns that give off a soporific (sleep-inducing) juice. The juice acts as a level 4 poison and takes 1-4 rounds to act, after which the victim is deeply asleep. Note that the victim must roll a new RR every round that he or she is entangled and once a critical has been caused, because the juice is constantly dripping into the wounds caused by the nasty thorns. The shrubs are definitely flammable, but care must be taken to avoid roasting the captive along with the captor. Alternatively, the plants may be hacked with edged weapons but they will attempt to defend themselves by wildly waving their thorny, grasping branches, trying to strike their attackers. If the party can take the time to explore the ground beneath the thicket (or its remains), they will find many animal bones, the remains of two human beings, 23 scattered gp, a scimitar, and a +5 normal shield.

**Roll 99-00, A Magical Guardian Servant:** As the party strolls (or, we hope, sneaks) through the brush, a good perception roll (100 or more, including add) may reveal the remains of a small stone bulding. (This once guarded an extraterrestrial gate, which has since been shut.) Soon thereafter, someone in the party (roll randomly) will be struck by a flying ball of earth (treat as a Ball attack spell, with all criticals as Crush). This strange apparition is the guardian of the place, a barely-sentient clod of dirt capable of zipping about and attacking intruders in this area. It is tied to the spot and may not go more than 35 ft from the keystone of the former gateway. This stone is now lying half buried in the ground. If the Guardian takes its total hit points, it will become inactive for 15 minutes, at which point it will recoalesce from the surrounding earth and attack again, ad infinitum. If the keystone is destroyed, the Guardian will permanently deactivate (the keystone is normal rock, takes 100 points of damage, AT as plate, and Crush criticals will result in 5 points of damage per level of critical severity; that is, an "A" critical will yield 5 points of damage, but an "E" will give 25). A diligent search of the area will reveal nothing but a strange sphere of yellow glass, 2 inches in diameter. If this is thrown (or dropped from more than 6 ft onto a hard surface), it will give off a *Sudden Light* spell (it attacks as an 8th level mage). Every time that it is used (whether on purpose or by accident), there is a 10% chance (roll 91-00) that it will shatter as it activates, giving off 5-10 (4 + 1d6) +40 composite bow attacks as the shards of glass fly through the air. This will, of course, destroy the item.

**NIGHT ENCOUNTERS**

When the PCs stop for the night, they should sensibly note that it is warm enough **not** to need a fire and that it would be a good idea to post watches. If they do both, roll for an encounter every hour (01-85 yields no encounter). If they do only one, modify the encounter rolls by +10. If they all go to sleep by a crackling campfire (with any Elves in the party oblivious because they are watching the stars), modify all encounter rolls by +25 (also roll to see if the fire spreads (91-00 it does).

**86-95, A Party of Rukhim:** The *Rukhim* (singular: Rukha; also called Ru-folk and Ruathani; they call themselves,Rughu) are various types of small, nocturnal humanoid beings with small magical powers. They are common in the Haradwaith but are only rarely seen by larger folk and are usually considered to be mythical. These are Desert Rukhim: 4 ft tall, wiry, sand-colored skin and hair, brown eyes with no whites visible, armed with spears and bows. There are 10 of them: the chieftain, an Animist (wisewoman), and eight warriors (five men and three women). They have had bad experiences with men, that is, Pirates who have killed several of their people, and will attempt to capture the PCs. The wisewoman will summon 4 jackals to help if combat threatens. They will attempt to jump any sentries quietly, possibly with spell assistance from the Wisewoman. If the Rukhim are overwhelmed and all seems lost, they will flee, turning invsible as they do so (they cannot attack while invisible). They carry only their animal skin clothes, ropes of twisted hide, hair, and sinew, and the weapons listed (the wisewoman has an amulet that is a +2 spell adding device). If the group attempts to negotiate, the Rukhim (who barely speak Haradaic) may just agree to leave, or they may (if the group is very pleasant and persuasive) help guide them to the fortress. They will insist on travelling at night, however, if they agree to this task. If, somehow, all the PCs are captured or killed, the captives can probably talk their way out of it: Rukhim are not, by nature, cruel or aggressive.

**96-99, A Poisonous Snake:** A Banded Viper, drawn by the heat of bodies (or the fire, if there is one), slithers into camp. These large (15 ft long, 12-inch body diameter at widest point) snakes are pit vipers and hunt by heat and scent. Adult human beings are rather too large for them to consider as normal prey, but they are easily startled and have a poisonous bite (lvl 5 poison: minimum result, blurred vision and slowed reflexes (-20 to all moving maneuvers) for 6-16 hours; if RR failed, convulsions (total incapacity and random thrashing) for 2-12 hours, take 22-40 points damage, and 20% chance death from brain damage). If no one notices the Viper (takes a Perception roll of 90 or better, including bonuses), it will curl up by a warm sleeping body (roll randomly to see who is warmest) and then become agitated by the normal movements of the unconscious party member, perhaps biting (01-75 it bites). The bite will definitely cause the sleeper to wake and yell.

**00, A Desert Troll:** This Troll, unfortunate enough to live an area where the sun almost always shines brightly for as long as it's up, can only come out for a brief time each night. He walks many miles in search of prey. Seeing a party of tasty humanoid morsels snoozing the night away, he has only one thought in his sluggish brain: a feast! A sentry or two? No problem. He is armed

with nothing but his large claws and jagged teeth, but they have always been enough. Obviously, he goes for anyone who is awake first: he may be slow, but he is not a **total** imbecile. The Troll's den is 7 miles off into the desert: a shallow cave, it reeks of carrion and contains many bones both old and new, as well as 31 gp. There are no other items of value there. (The NPCs may try to discourage the PCs from going there at all, as the round trip will add goodness knows how much time — in actuality, about 7 hours — to their expedition).

**SECOND DAY ENCOUNTERS**

By this time, the PCs are approaching the fortress. No animals or monsters come this close, but there is a 30% chance (71-00) that there is a pirate guard patrol in the area. The patrol consists of six pirates and an apprentice who is there as a runner (to bring news back to the fortress if necessary). These warriors are more heavily armored (usually Ch/13 or 14) than the pirates generally are (heavy armor is tought to swim in, but fine for a land patrol). If the patrol spots intruders, they will behave as if they are the guards of the fortress (which they are, after all): "Halt! You are on the land of Gedron Moonstone. What is your business here?" They will insist on escorting the party "back" to the road (whether they came from there or not) and will attack if the group refuses. If an attack occurs, the 'prentice will run for the fortress to give warning. The pirates are not very brave and may break and run if half their number is downed.

As the party gets to within 1 mile of the fortress, the chance of patrol increases to 50% (rolled once per hour). At this point, the patrol will shoot first and ask questions later.

## 4.52 Approach by Sea

This is somewhat easier: the hazards are mainly navigational. The pirates do not patrol the waters near the harbor, as this would just draw attention to the cut that is their entrance. The water is deep enough to allow small ships to come within 20 ft or so of the cliffs, but at that point there is a 50% chance (modified by the average "Sailing" skill of those at the sails and tiller) that the ship will be dashed against the cliffs (a +30 Crush attack). (The raiders know the area well enough to avoid this). There is also a 50% chance (modified as above) that the ship will run aground on sand bars and an equal chance that it will hit a reef.

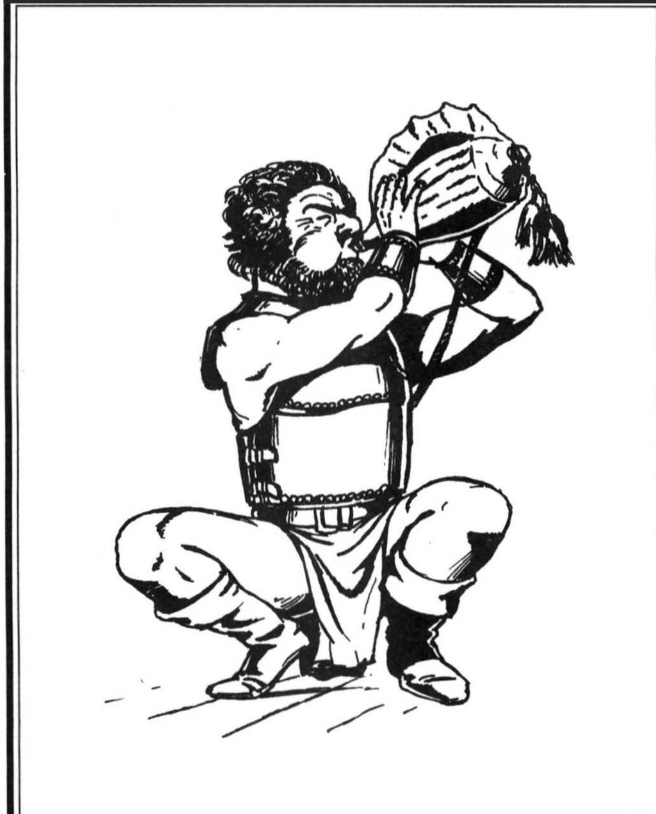
Bold adventurers who decide to try swimming to the cliffs must fight the current (-20 to swimming rolls; swimming here is a Very Hard maneuver) or be dashed against the cliff (01-60) or washed into a cut (61-97) and virtually trapped there, or go under and start drowning (98-00) (these same rolls would apply to anyone who falls from the ship). Anyone trapped in a cut may try to climb the walls there (another Very Hard maneuver) or fight the current out (starts Very Hard and gets worse each minute as the adventurer tires; when it reaches Absurd, the adventurer must be rescued or he/she starts to drown).

Of course, the adventurer may be washed into the Reavers' Cut if he or she is closest to that one. In that case, he or she may attempt to swim to the dory or climb a rope from one of the ships (if they are not out on a raid) or climb the dock. Go to Adventure 3 for what such an adventurer might fight in this cut.

Unless someone (or the entire boatload) enters the Reavers' Cut, nothing will be learned from such a reconnaissance — unless the pirates are setting out or returning (roll of 86-00)! In that case, of course, the Bay Eaglet and the Master Seawolf will pursue and attempt to capture or destroy the adventurers' vessel.

## 4.53 At the Fortress

See the accompanying diagram and Adventure 3 (Section 5.0) for the details of the fortress and its immediate surroundings. The ruins of the old lighthouse consist of a complete ground floor, most of the second floor, and very of the third floor (see plan). The patrols are supposed to check all three areas but in practice they rarely do (91-00 they search above the ground floor). As above, the chance per hour of encountering a patrol anywhere in this area is 50%. There are also patches of rough, thick vegetation and rocky outcrops that can offer temporary shelter.



Dulo

The best plan is probably to stake out the fortress and see if any ships put out or if anyone in the party recognizes anyone who comes out of the fortress. Gedron and 1-3 men go riding every other day, and there is a 50% chance that anyone who lived through the raid on the Lady Gilwen will recognize him if they get within 50 feet of him. Tahar, if he came along, has a 70% chance because Gedron came to drink at the Northern Girl twice this past winter. If the party has been discussing whether Gedron is the raider, Tahar will point out Gedron and ask: "Is that the Laughing Raider? That's Gedron." If the group is atop the cliff and spots a ship emerging from the cut, they will, of course, know where the secret harbor is.

If the group wants to climb down the cliffs with ropes (or even, Valar preserve us, without ropes), they can explore the cuts more closely and may discover the secret harbor this way. This is risky: it is a Very Hard operation (adds in Climbing will help, of course, and so will adds in Rope Mastery) with a chance of falling if the adventurer fails his/her roll. If there is a fall, the unfortunate takes a Two-Handed Weapon attack +1 for every 2 feet that he/she falls before hitting the water (for example, if the adventurer was 40 ft above the water when he/she fell, the attack is +20). Then the fallen one must make an Extremely Hard roll to swim successfully after the unintentional dive. Note that Landing and Acrobatics can help reduce the effects of the fall. Of course, even if no one falls, a patrol may discover the party in the middle of this delicate operation and cut the ropes!

When the party has decided that they have indeed discovered the lair of the pirates, they should be discouraged from attempting an invasion until after reporting back. The trip back to Sook Oda is much like the trip to the fortress: use any unused encounters (if you have any) if an encounter is called for.

# 5.0 ADV. 3: INTO THE MOONSTONE FORTRESS

Adventure 3 presents the players with the task of entering Moonstone Fortress, rescuing Dorien (if she has been captured), and perhaps destroying the Laughing Raider and his band.

## 5.1 Starting the Players

If the PCs were involved in Adventure 2 (and possibly Adventure 1 as well), they will simply report back to Hallatan, who will reward them and then try to persuade them to return to the fortress. If Dorien was kidnapped, he will beg them to go; in this case, if Halmir is alive, he will insist on going, alone if necessary. Again, Vandor will go if he is around. If Syron didn't go with them the first time around, have him decide to go now, and consider having one of the 5th-level PCs given below offer to come along. This will be an advanced adventure: extra healing and magic, if not brawn, may be very helpful, if not absolutely necessary. Although the PCs have probably gained another level, this will make them only 3rd level, and this adventure is more for 4th-6th levels. Approaches to the fortress are the same as Adventure 2, but this time the party will be more aware (we hope) of possible dangers. However\ if any of the encounters were not used, you may want to use them now for extra "spice."

If the PCs were not involved in Adventures 1 and 2, read those adventures carefully so that you know the circumstances. In this case, the PCs will be in the Northern Girl when the scouting party of crew from the Lady Gilwen (Halmir and Vandor) and NPCs (Tahar, Yud, and Syron) arrives to give their report. In this case, Dorien is definitely a prisoner and slave-to-be in the fortress. Sakur do' Akil, the tavern keeper, will supply a summary of what has occurred (use material from Adventures 1 and 2), and Hallatan and Halmir will supply impassioned pleas for adventurers to assist the grief-stricken Halmir with his quest for his bride.

"That rascal must have her there in that bloody fortress!" storms Hallatan. "That is, unless he's already sold her south as a slave! The poor girl, she's hardly more than a child!"

"I'd go in there alone to save her, if it would do a lick of good!" wails Halmir. "Oh, I'm not a rich man yet, curse it, but anyone who helps me save her can claim my last copper! And never lack for food, drink, or shelter while I live, either — I swear here before witnesesses that anyone who helps me save her has a share in all my earnings as long as I live!"

Sakur turns to the crowd in his common room, his dark face unusually serious. "Even if you have hearts of stone, consider this: Those pirates have been raiding for several years now. We have all heard stories of the treasures that they have stolen. Ill-gotten gains, mark you, but few of those who were robbed would ask to have back what you would surely find in that fortress, if you were to stop this Laughing Raider and his poxy crew. Wealth like the old Talaf Maluk had, who turned wood to gold with his touch: that's what's in that place. Who will seek this fortune, and save this young bride?"

## 5.2 The Player Characters

### 5.21 Selnoi the Wanderer, an Umli Warrior

Amroth (see Section 4.2) may think that he is the southernmost Noldo Elf, but Selnoi knows that he is the southernmost Umli. His small tribe was destroyed by Snow Trolls when he was 15 — he only survived because he was away hunting for seals. Grief-stricken, he fled into the hills south of his old hunting grounds and was found, unconscious, by some Dwarves. He was raised by them but, although grateful, he didn't like living underground. When he accompanied his adoptive uncle on a trip to bring a shipment of iron ingots to the Grey Havens, he first saw and fell in love with the sea. He managed to talk his way onto the crew of an oared ship; too short to row, he beat the time for the rowers (who were not slaves but paid free men) and acted as cabin boy. Since then, he has travelled far and seen much. He has just arrived in Sook Oda on a coastal trader from Kas Shadoul.

Selnoi has the red hair and blue eyes common to the Umli. His fair skin has been reddened by sun and wind, and he no longer suffers from the heat as he did when he first came south: his good Constitution has helped with this. He has a +10 handaxe that he found in the ruins of his tribe's camp, a +10 target shield, and a +5 chain shirt. Having suffered a great loss of family himself, he is sensitive to such problems in others. He is not lacking funds, having on him 35 gp and two gold bracelets worth 25 gp each.

### 5.22 Beregond, a Gondorian Ranger

A country boy from Lossarnach, Beregond was a younger son who was not due to inherit any land from his father's small estate. When a merchant came through, asking for guards for his goods on a trip South, the 16-year-old lad volunteered at once. He saw rather more of the world than he could stomach on that trip: he wasn't home again for 18 months. Home seemed very dull after that, however, and soon he was off south again. Now 21, Beregond has made the trip from Minas Anor to Umbar and back 3 times. After becoming infatuated with a merchant's daughter here in Sook Oda, he left his last job and planned to settle here. However, her father had other plans: she was married 2 weeks ago to a merchant down the coast. Beregond has been trying to drink his sorrows away ever since. He was crashed out in back of the Northern Girl when Hallatan first came in.

Not too tall, but very solidly built, Beregond has sandy hair, blue eyes, and tanned skin. He is very intense and takes everything to heart (obviously). In his travels, he has picked up a variety of useful gear: a +10 longsword, a +10 composite bow, and a +5 shield. He is down to his last 2 gp and owes one of those to Sakur for room, board, and booze. He needs cash and he needs to do something to make him forget his lost Abira.

### 5.23 Caranel, a Gondorian Bard

A terrible tomboy and hoyden as a child, Caranel wheedled her parents into letting her be apprenticed to a musician who lived next door to their fine house in Osgiliath. This master of the harp, a man named Galdor, had played for the King's court several times. However, he later fell on hard times and had not been able to attract any students for some time; he was thus grateful for this musically talented child, even though she was female. Caranel became a fine musician but did not become any more ladylike as she grew older: her parents philosphically figured that they had been lucky with their son and other daughter and shouldn't expect any more. When Caranel went off a-roving to seek adventure and more songs, they gave her their blessing, 50 gp, and a +15 longsword (which she had learned to use from her brother). Caranel has played her way from Osgiliath to Lond Daer to Kas Shadoul, gaining here and there patrons who kept her as court musician for a brief time and sent her on with money and praise. She was aboard ship from Kas Shadoul to return to Gondor for the summer when the ship broke its rudder on a reef and had to limp into harbor at Sook Oda. Caranel checked into the Northern Girl last night and is facing a week-long wait while the ship undergoes repairs in the rather limited facilities here.

Caranel is attractive, with warm brown hair that was red when she was little (hence her name, "Red Star") and hazel eyes. Her fair skin is lightly tanned and freckled from the southern sun. She has one truly unusual characteristic: she can see in the dark like an Elf. Rumor has it that one of her ancestors was of the Fair Folk. One of her patrons, who liked to hunt, gave her a +5 composite bow as a gift, and she has a platinum ring that gives her x2 spell points per day.

### 5.24 Forin, a Dwarf Scout

Forin was a member of a Dwarven tribe that mined and explored the Ered Nimrais, the White Mountains of southern Gondor. As a young Dwarf, he proved adept at spotting new deposits and likely mine sites but was not patient with the tasks of digging and mining and had no aptitude for forging and smithing. When the local Gondorian lord needed scouts and explorers for an expedition to hills neat Andrast, the head of Forin's tribe gave him permission to go. He found human

company not as strange as he would have thought, and this taste of freedom and adventure soured him forever on proper, sober Dwarvish activities such as mining and smithing. He has travelled a good deal since then, often coming along on expeditions to provides advice on caves and mining and to repair tools and weapons. He came to Sook Oda as a ship's smith on the same crippled ship that brought Caranel.

Forin is of average height for a Dwarf. He has very strong arms and has overcome the typical Dwarvish fear of water to learn to swim pretty well. His hair is dark brown and his eyes are grey, while his skin is tanned very darkly. He is inquisitive about how things work and has a cynical manner: he thinks that most folk are, at heart, dull and unadventurous and that he is one of the few bold spirits in the world. He is armed for his travels with a +10 mace and a +10 composite bow and wears a +5 chain shirt.

### 5.25 Nali, a Dwarven Animist

Nali is from the same tribe as Forin! He had been studying healing with a human Animist named Camestel who sent him south to pick up a shipment of southern healing herbs that Camestel had ordered last year through a merchant (in previous years, when no Animist had accompanied the herbs, many had become damp or otherwise damaged in shipment). Nali met his kinsman Forin in Kas Shadoul and persuaded him to hire onto the ill-fated ship that is now docked for repairs in Sook Oda.

Nali is of friendlier disposition than his cousin and is positively congenial for a Dwarf. He has a good (although rather unkind) sense of humor. His blue eyes twinkle above his ash-brown beard. He has a +10 axe that he was given for his defense when he left the home caverns and has since received from his teacher a pair of silver bracers that act as a +3 spell-adder (3 total) and a gold ring set with a small ruby that allows him to cast *Cut Repair I* twice a day without expending power points.



**Emuna**

### 5.26 Teiglin, a Silvan Mage

Teiglin is on a Quest — self-imposed, but a quest nonetheless. As a child in Lothlórien, she had heard many tales of the marvellous magical jewels wrought by the Elven-wrights of old. Most were lost over time, through battle or stolen by the Enemy, but there were tales that some of them may have been taken south. Teiglin showed great promise as a magician's apprentice, but her progress was not fast enough to suit her: she seeks that which will make her truly great among magicians. She set out this spring for Umbar. Her ship, a merchantman out of Edhellond called the Prince Imran, has stopped overnight at Sook Oda to deliver wine and honey to the Northern Girl and the Three Diamonds. The thought of great treasure — maybe even artifacts of the Elves — will grab Teiglin's attention as nothing else could.

Teiglin is lovely to look at, with long wheat-colored hair, blue eyes, and lightly tanned skin, but her manner is too forceful and determined to make her attractive to many men (or even to many male Elves). She is obsessed with her personal Quest (it is always in capitals to her!) but is too intelligent to allow her obsession to endanger her life. She has with her a +5 composite bow that she uses mainly for hunting when necessary, gold ring that acts a +2 spell-adding device, and special item made by her aunt, a famous Elven craftswoman: a short, lightweight grey robe that acts as an Elven cloak but also gives her a +25 DB bonus because those attempting to strike her will be unable to focus on her.

## 5.3 The Non-player Characters

The NPCs used in this adventure are described in Sections 2.3, 3.3, and 4.3.

## 5.4 The Approach to the Fortress

See Adventure 2 (Section 4.0). The party will probably include PCs who are veterans of Adventure 2 or NPCs who have passed this way before, so the chance of enounters is less (subtract 20 from encounter rolls).

## 5.5 The Moonstone Fortress Layouts

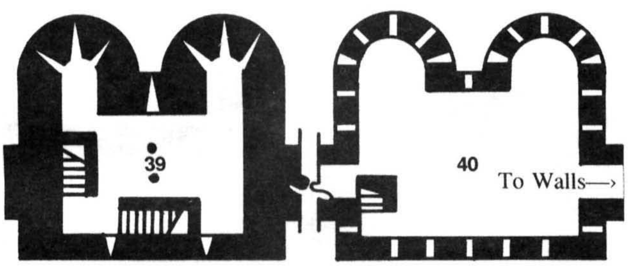
The Moonstone Fortress is an outstanding example of castle architecture and is still impressive, in spite of its slightly neglected air. The castle is approached from the coastal road by a small wheelpath, just large enough to take a good-sized cart. This path runs up to the edge of the dry moat, a ditch that is 10 feet deep on the path side but more than 30 feet deep immediately below the castle walls, because the castle sits on a mound. The ditch is crossed by a bridge of strong timber plated with iron, which originally extended from below the main gate by a clever system of wheels, chains, and pulleys. It has been extended for some 80 years, however, and even though the rains of the Haradwaith are sparse and infrequent, the mechanism has become so fouled with dust and rust that the bridge can no longer be retracted. The Moonstone gleams from above the gate in daylight and glows with a faint blue light of its own at night.

The outer walls of the fortress are 25 feet high (above the mound surface). The four corner towers are 40 feet tall to their stone crenellations, while their conical wooden roofs add another 15 feet. The two small, D-shaped towers in the middle of the north and south walls are each 30 feet high and are not roofed.

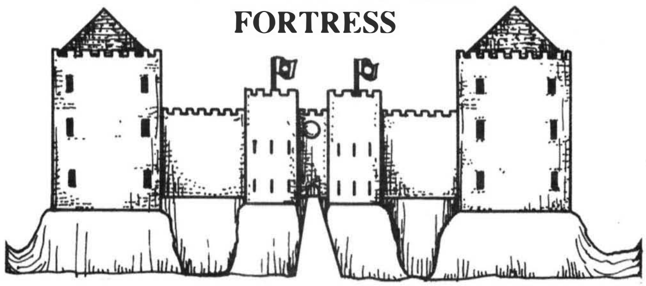
**ABOUT ENCOUNTERS**

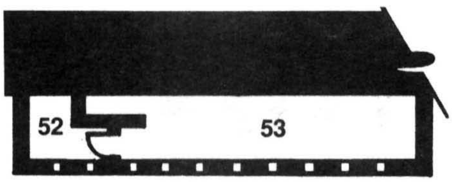
For the convenience of the the gamemaster, the possibilities of various encounters, day and night, are noted at the end of each room or area description (the details of the encounters themselves are in the section after the layout). These are for encounters during those times when the pirates are not out on a raid and when there are no guests staying at the makeshift caravan stop. It is suggested that there be no caravans arriving or staying at any time when player characters are in the fortress: this is not that odd, as the stop is not that popular. If the PCs themselves wish to impersonate a caravan, Ulbor or Dulo will greet them and make them as comfortable as possible (which is not very) in the Northeast Tower. If the pirates are out on a raid, the "caravan"

## UPPER LEVELS OF THE GATEHOUSE




## FRONT VIEW OF THE FORTRESS






## UPPER LEVELS OF THE STABLES

will be put off with lies about illness in the castle (if they insist, the pirates will allow them to fill their water flasks and barrels).

If the PCs sneak in when there is a raid underway, all encounters with Zokhad, Gedron, and three out of the four captains are negated (roll to see who's been left in charge: 01-25 Ulbor, 26-50 Kaldir, 51-75 Ingar, 76-00 Dulo). Numa and Sofan are more likely to be wandering around, looking for secret exits, at such times. Emuna is always wandering around, no matter who's there.

At night, there is a 95% chance that any bedroom is occupied by its inhabitant. If the room has more than one occupant (especially in the case of dormitory-type rooms), it is certain to be occupied by at least one of them.

### GATEHOUSE

**1. Main Gates.** The outer doors are of 6-inch-thick oak, imported from the north, and they are faced with iron plates on the outside. They are opened at dawn and closed at dusk, making quite a racket because the hinges are not kept well oiled. It used to be possible to drop portculli at two points along the passage in, but their mechanisms have gone the way of those of the bridge. The inner gates are of lesser timber and are only 4 inches thick, but they are also faced with iron plates. The upper level (**(39)** on upper level diagram) is reached by a stairway in **(2)** and features braziers for heating huge pots of sand, which can then be poured upon unwanted visitors in the passage below (victims receive the equivalent of a +50 fireball attack). The roof **(40)** provides a lookout post for observing the path to the castle and cover (behind crenellations) for firing at attackers there. *DAY AND NIGHT ENCOUNTERS* — In **(39)**: 01-95 (L), 96-00 nothing *PLUS* 01-15 (D), 16-30 (G), 31-00 no one else.

**2 and 3. Gate Guardrooms.** From these rooms on each side of the entry passage, defenders can shoot at intruders in the passage (through two arrow loops) or at others outside (through an additional eight loops, four on each side). The stairway to the upper level is located in **(2)**. Both rooms are reached from the outer ward **(4)** and have outer doors that can be barred from inside but not locked. The mechanisms for the defunct portculli are easy to find on the wall of **(3)** near the arrow loop; they look functional to anyone who is not an expert at such things. *DAY AND NIGHT ENCOUNTERS* — Either room: 01-50 (L), 51-00 empty.

### OUTER WARD AND TOWERS

**4. Outer Ward.** Formerly used as a parade ground, where the castle guards assembled to receive orders and practice their warrior's skills, this is now a dusty, desolate expanse of cracked paving stones, with weeds growing between them. It principal use these days is as a makeshift and uncom-fortable campground for travellers. *DAY ENCOUNTERS* — 01-10: (L); 11-20: (M); 21-30: (K); 31-40: (O); 41-00 no one. *NIGHT ENCOUNTERS* — 01-10 (L), 11-20 no one.

**5. Southeast Tower.** Off the entryway is the spiral stairway leading up, as in the other three towers. However, unlike the others, this stairway also leads down (to the guardroom **(1)** on the Lower Levels diagram). In addition, a secret passageway leads from this short hallway to the equivalent entryway of the south side tower **(19)**, providing a short cut around the central wall that divides the castle. Gedron and his men do not know about it, but Numa has recently discovered it and has hidden a small store of nonperishable food supplies, money (11 gp), a tinderbox with flint and steel, and two filled waterskins here in case she ever gets the chance to make a break for it. The items, in a battered leather satchel, are about halfway down the corridor. The ground floor of the tower itself contains a heap of extra chains, leg irons, and manacles. An extra copy of the key that fits all of them is on a hook to the left of the entry as the room is entered. The second level of the tower (**(41)** on Upper Levels) contains extra sailcloth (which is stored here to keep it dry). The third level **(42)** is apparently empty. Beneath a loose stone on the floor near the garderobe (latrine) is a small amulet consisting of a bit of smoky quartz set in silver, on a silver chain. It will cast a constant "Blur" spell upon its wearer. The final level **(43)**, the top of the tower, is empty except for a nest of owls in the rafters of its deteriorating wooden roof. *DAY ENCOUNTERS* — For **(5)**: 01-05 (B); 06-10 (D); 11-20 (L); 21-00 no one. For **(41)**, 01-05 (D); 06-07 (E); 08-10 (F), 11-15 (G), 16-20 (L), 21-00 no one. For **(42)** and **(43)**: 01-05 (O); 06-00 empty. *NIGHT ENCOUNTERS* — For the secret passage (5'): 01-10: (H); 11-20 no one. The other four rooms are empty at night.

**6. Northeast Tower.** This has the same layout as **(5)**. In this case, the ground floor has been furnished with an old wooden table and some benches, a water barrel with a dipper, and a few greasy leather-covered cushions to make a semblance of a parlor for the more important guests who use the makeshift caravan stop. The second level **(44)** has four wooden beds with lumpy, flea-infested straw mattresses and a set of rickety shelves. The third level **(45)** contains eight verminous straw mattresses on the floor. The top level **(46)** has a couple of old chairs under the wooden roof for those who wish to take some air. *DAY ENCOUNTERS* — For all four rooms: 01-10 (K); 11-13 (O); 14-18 (P); 19-00 no one. *NIGHT ENCOUNTERS:* no one.

### GUARDHOUSE

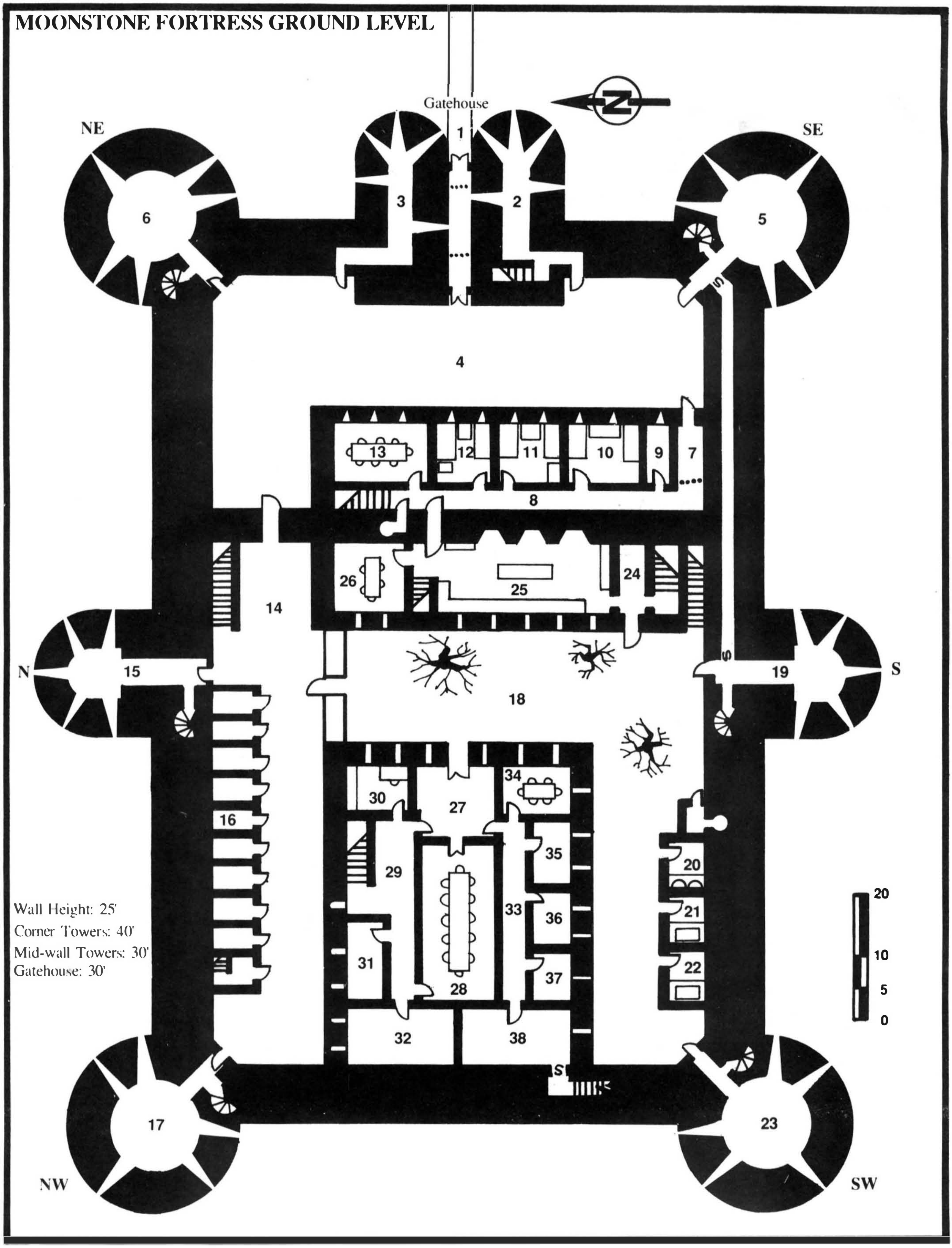
**7. Entryway to Guardhouse.** Behind a sturdy oaken door (4 inches thick and capable of being barred from the inside and locked with a lock that has a 15 bonus vs. picking) is a short corridor. Just before the end, where the corridor turns, a portcullis can be lowered. This one is still operational, although it made a horrible screech the last time some of Gedron's cutthroat pirate sailors tried it. *DAY AND NIGHT ENCOUNTERS* — 01-05 (L); 06-00 no one.

**8. Corridor.** After the doors to rooms **(10)**, **(11)**, and **(12)** is a door leading through the central dividing wall of the complex to the kitchen, allowing servants to bring food directly to the guards' messroom **(13)**. The next door leads to a latrine. Finally, a flight of stairs leads to the upper level. *ENCOUNTERS* — same as **(7)**.

**9. Guardroom.** A series of peepholes allows observation of whoever might be in the entryway **(7)**. On the peephole wall, near the door, is the lever that operates the portcullis. *ENCOUNTERS* — same as **(8)**.

**10. Bedroom.** Two of the most skillful (3rd level) pirate crew members sleep here. They each have a bed with a wooden frame and straw mattress, as well as a small (unlocked) chest. Both chests are filled with tunics, trousers, and underclothes in varying states of repair. One pirate keeps his valuables (17 gp and a pair of loaded dice) in one of several mismatched old seaboots under the bed; the other has his (27 gp and a silver brooch worth 5 gp that he plans to give to some girl) in his mattress, near the foot of the bed. *DAY ENCOUNTERS* — 01-05 (L); 06-00 no one. *NIGHT ENCOUNTERS* — see note about bedrooms.

**11. Bedroom.** Basically same arrangement and personnel as **(10)**. One pirate keeps his 66 gp (he's lucky at dice) and two doses of kalom (a hallucinatory herb, in the form of a grey powder) in a tiny blue glass flask under a loose stone under his chest. The kalom will, if smoked (there is a pipe on the chest), cause the user to hallucinate wildly within 10 minutes. The effect lasts for 5 to 15 hours and leaves the user with a horrible hangover (-20 to all actions) for 6-10 more hours. The other pirate, more plebeian in his vices, has 23 gp in an empty pottery wine flask, mixed in with three empties and two full flasks under his bed. The wine is terrible but not poisonous. *ALL ENCOUNTERS* — same as **(10)**.


MOONSTONE FORTRESS GROUND LEVEL
Gatehouse
NE
SE
N
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NW
SW
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28
29
30
31
32
33
34
35
36
37
38
Wall Height: 25'
Corner Towers: 40'
Mid-wall Towers: 30'
Gatehouse: 30'
20
10
5
0

**12. Bedroom.** Again, basically the same as **(10)**. One pirate keeps his 21 gp and a book of luridly dirty poetry under the filthy tunics in his chest. The other keeps his paltry 9 gp and a beautiful set of six tiny knives (balanced for throwing or juggling, made of steel with black enamelwork patterns on the grips) in a cracked and useless chamberpot under his bed. *ALL ENCOUNTERS* — same as **(10)**.

**13. The Guards' Mess.** The pirates use this for its original purpose, but even the hardbitten guards who used to eat here would be a bit ashamed of its filthy condition. A couple of scrawny dogs often lounge about here, waiting for the next bone to hit the floor. The wooden table is carved with graffiti in several languages and crude cartoons of officers and girls. The stools are all pretty rickety and occasionally deposit diners onto the stone floor amid the crumbs. *DAY ENCOUNTERS* — 01-20: (M), 21-00 no one. *NIGHT ENCOUNTERS* — empty.

## STABLES AND SURROUNDINGS

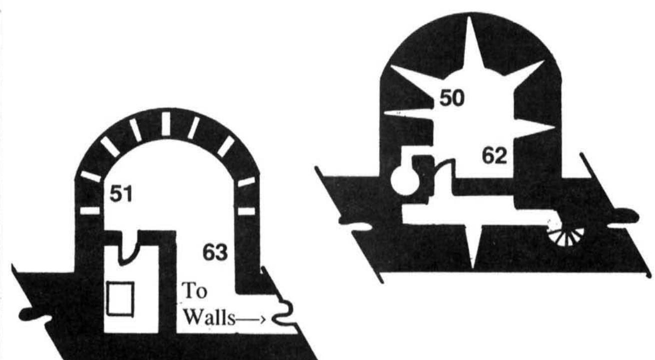
**14. Stable Ward.** This area used to be an exercise area for horses. The surface is hard-packed earth that used to be regularly swept and weeded; needless to say, it is beginning to resemble a meadow, especially near the leaking water trough. A stairway leads up to the wall walk. *DAY ENCOUNTERS* — 01-10 (C) with horse; 11-12 (I); 13-20 (K); 21-25 (L); 26-30 (O); 31-00 no one. *NIGHT ENCOUNTERS* — 01-05 (L); 06-00 no one.

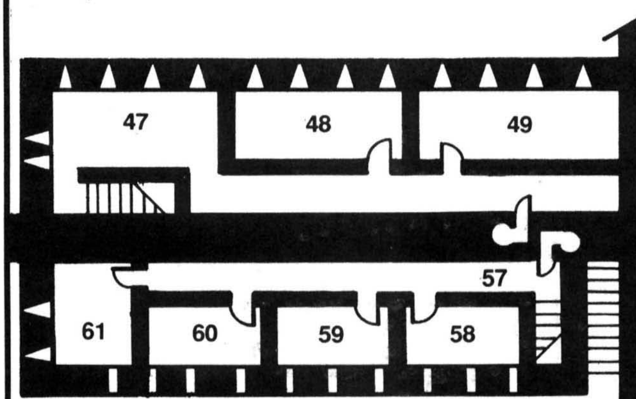
**15. North Tower.** The floor of the first level is nearly knee-deep in empty grain sacks from the stables. A few coils of rope are scattered about (three 50-ft lengths, two 30-ft lengths). The upper level **(50)** features a corridor **(A)** and a room **(B)** in which Sofan has set up an impromptu laboratory. The door to the room is locked (-10 to pick). In it, on a battered wooden table, are several flasks of alchemical substances (aqua vitae, strong vinegar, gall, quicksilver, sulfur granules, and so on), a tiny brazier (charcoal is in a large, cracked jar near the door), two mortars with pestles, abstruse glassware, three small crucibles, stirring rods of glass and porcelain, a large claw that Sofan thinks is a Dragon's (actually, it's from a giant polar bear), a human skull, a Hobbit's skull (from which Sofan hopes to make a homunculus), a pretty but useless silver wand (worth 5 gp), and a battered tome entitled (in Haradaic) "Wisdom and Formulae of the Most Learned Kalik do 'Altir, Magician to Prince Yashar of Sook Asni." The only intact formulae are for a potion to restore the manly powers of an elderly man, a salve to increase the appearance of any mortal, and a lotion to allow the user to leave no trace of his or her passing. Only the last formula will work, and its ingredients include dust of clear laen (a magical glass), hair of an albino woman, and oil rendered from the fat of a black leopard. The ceiling of the room is covered with smoke stains. The top level **(51)** is reached by a ladder from **(A)** and includes a small wooden shelter with a bench in it **(C)**, as well as an open area that allows access to a wall walk. *DAY ENCOUNTERS* — for **(15)**: 01-05 (K); 06-10 (O); 11-15 (I); 16-00 no one; for **(50)**: 01-25 (I); 26-00 no one; for **(51)** 01-10 (I); 11-20 (O); 21-30 (P); 31-00 no one. *NIGHT ENCOUNTERS* — for **(50)**: 01-05 (I); 06-15 (P); 16-00 no one; for **(51)**: empty.

**16. Stables.** There are nine stalls, all occupied. Four contain strong but mediocre horses (for those interested, a large 8-yr-old bay mare, a smallish 10-yr-old piebald gelding, a 5-yr-old dun gelding, and a huge, bad-tempered 9-yr-old liver chestnut mare). Two contain strong but very stubborn grey mules (both geldings). The other three contain Gedron's two good riding horses (a large 5-yr-old dappled grey stallion and a smaller 8-yr-old bay gelding) and Zokhad's 7-yr-old black mare, which he almost never rides. The westernmost and last stall contains brushes, hoofpicks, harness, and saddles and has a steep stairway leading to the upper level. This contains a room **(52)**, originally for the grooms, where the three male castle slaves sleep. They are 14, 32, and 59 years old. The 32-year-old is definitely slow-witted, and the others were born slaves and are resigned to their lot. They sleep on mattresses of straw that are in better shape than most in the castle, for they have access to fresh straw and change their bedding regularly (why not? they don't have much else to do in their spare time). Except for some spare clothing hung on pegs on the walls and a set of dice, they have no other possessions. The remainder of the floor **(53)** is a hayloft filled with (what else?) hay and straw. A few sacks of grain are piled near the stairs. *DAY ENCOUNTERS* — for **(16)**: 01-05 (C), 06-15: (K), 16-20 (L), 21-00 no one; for **(52)**: 01-05 (K), 06-00 no one; for **(53)**: 01-05 (K), 06-10 (O), 11-00 no one. *NIGHT ENCOUNTERS* — for **(16)** empty; for **(52)**: see note about bedrooms; for **(53)**: empty.

**17. Northwest Tower.** The ground floor is furnished with a few cushions and a rickety low table from one of the parlors in the big house. It is used by the five cabin boys who sleep upstairs. These pirate apprentices regard the room as their private club, but since the only person that they can snub by keeping out of it is the 14-year-old slaveboy (he's the only other person near their age in the place), they don't get much satisfaction out of this pastime. Juvenile graffiti mars the table and walls. The next level **(54)** is their bedroom, with its own latrine. Down the latrine (25 ft) is a mouldering leather pouch containing 5 gp and an earring that allows the wearer to hear things at a distance (as a *Long Ear* spell: "Essence Perceptions" list). It was thrown there during a disagreement as to whose it was, and no one is inclined to retrieve it. Otherwise, the feisty lads keep their small amounts of cash and other treasure (an assortment of crooked dice, copper and silver coins, and brass armbands) on them at all times. They have straw mattresses and one communal clothes chest. The next level **(55)** is empty but for rude remarks scrawled on the walls. The top level **(56)** has three rope hammocks and a swing hanging pecariously from the rafters of its wooden roof. *DAY ENCOUNTERS* — for **(17)**: 01-25 (O), 26-27 (G), 28-00 no one; for **(54)**: 01-25 (O); 26-00 no one; for **(55)**: 01-20 (O); 21-00 no one; **(56)** 01-15 (O); 16-20 (D); 21-25 (G); 26-00 no one. *NIGHT ENCOUNTERS* — for **(17)**: 01-10 (P); 11-00 no one; for **(54)**: see note about bedrooms; for **(55)**: empty; for **(56)**: 01-30: (L), 31-35 (P), 36-00 no one.

**UPPER LEVELS OF THE MID-WALL TOWERS**




**UPPER LEVELS OF THE GUARDHOUSE AND THE SERVANTS' HALL**

## INNER WARD AND KITCHEN BLOCK

**18. Inner Ward.** This area used to be planted with grass and flowers but is now a sea of weeds. Three small fruit trees (lemon, orange, and apricot) still grow, although rather wildly, as they haven't been pruned in decades. They rarely bear fruit. A well is located near the laundry/bath block **(20-22)**. Near the kitchen block, a stairway leads up to the wall walk. *DAY ENCOUNTERS* — 01-03 (C), 04-05 (D), 06 (F), 07-10 (G), 11-12 (H), 13-15 (I), 16-25 (J), 26-27 (L), 28-30 (O), 31-35 (P), 36-00 no one. *NIGHT ENCOUNTERS* — 01-05 (L); 06-10 (P); 11-00 no one.

**19. South Tower.** The ground floor is an impromptu rubbish heap, popular with flies and rats and hence with the castle's seven mangy cats. Bones, fruit pits and rinds, clam and oyster shells, burned bread crusts, cheese rinds, rags, and similar garbage are piled up to 4 ft high. The upper level **(62)** serves primarily as a cattery and smells like it (although most of the cats seem to perceive the basic purpose of the latrine, they often miss). The top level **(63)** is unused and is a popular roost for the local crows. *DAY ENCOUNTERS* — for **(19)**: 01-10 (J), 11-15 (K), 16-00 no one; for **(62)** and **(63)**: no one. *NIGHT ENCOUNTERS* — for all three rooms: no one but **lots** of rats and cats.

**20. Laundry.** This room, located near the well, contains a large copper-lined boiler for heating water and two stone sinks and some wooden buckets for washing clothes. It has not been used very much lately. A small bucket of crude soap is on the counter between the two sinks. **(20')** is a latrine that was used for emptying out chamberpots from the main house. A bucket for water to rinse the pots is a corner. *DAY ENCOUNTERS* — 01-15 (J), 16-00 no one. *NIGHT ENCOUNTERS* — no one.

**21 and 22. Baths.** Water must be heated in the laundry and carried here in buckets. Numa, Gedron, Zokhad, and a few others use the large, tile-lined tubs from time to time. *DAY ENCOUNTERS* — for each bath: 01-02 (B), 03-04 (C), 05 (D), 06 (E), 07 (F), 08 (G), 09-10 (H), 11-15 (J), 16 (N), 17 (P), 18-00 no one. *NIGHT ENCOUNTERS* — no one.

**23. Southwest Tower.** Some of the heavier and less valuable loot from the "stolen" caravans and travellers is stored here. Because of this, the door is locked (-10). Stacked on the floor are ingots of copper (50 worth 8 gp each, weighing about 50 lbs each), small barrels of olive oil (10 worth 5 gp each, weighing about 40 lbs each and holding about 5 gallons each), 20 seal skins (worth 3 gp each), and four large coils of tarred rope for ships (100 ft per coil). Upper level **(64)** is being used as a timber store: rough planks and small logs are stacked against the walls and a rough tool kit in a wooden carrying box is near the door (it contains two sizes of hammer, a small saw, three wedges, a box of large nails, three large wood files, a wood rasp, and an adze).

The next level **(65)** is Emuna's room. The door has a magical trap on it: when the latch is touched, the person who has touched it will "hear" a tiny voice say: "This is a lock of power. Do not meddle with it." If it is touched again by the same person, or if the person remains in contact with it for more than 30 seconds, a curse will be cast on them. This curse causes the affected individual to be clumsy, subtracting 50 from all static maneuvers (opening locks, woodcarving, etc.) and 30 from all moving maneuvers until the curse is removed. This cursed lock, a form of magic unique to the Haradrim, attacks at lvl 8. Otherwise, the door is locked at -10. Inside, it can be seen that Emuna is a traditional Haradan: She scorns a bed, sleeping instead on a padded mat on the floor. The mat is rolled up during the day, and the blankets are hung on hooks along the walls to air out. Emuna is fastidious in her own way, and things in the room are arranged precisely. A Haradan rug in overly-brilliant shades of green and violet is in the exact center of the floor. Two blue leather cushions are arranged on each side of a low table to the left of the entryway. On the table are a brass tray, a half full wine flask, and two small ceramic wine cups.

On the wall across from this arrangement is a shelf with three small (9 in. x 7 in. x 4 in.) wooden boxes on it. All are locked (-10). The first (from the left), when opened, emits a Stun Cloud. When the second is opened, a large black fly, 8 inches in length, zooms out to attack whoever opened the box. The fly attacks as a one-handed slashing weapon (it has a razor-sharp proboscis) with a bonus of +30. Its armor type is leather and its DB is 40 due to its small size and quickness. It will attack until it takes full damage (35 points), at which point it turns into a tiny wooden carving of a fly, 1 inch in length. Note that the box is part of the magic here: the fly must be replaced in the box to reactivate and will only attack whoever opens the box. Each time this device is used, there is a 10% chance that the fly will become useless after it is deactivated.

The third box contains Emuna's jewels: (1) a gold ring set with a pale yellow transparent jargoon (worth 15 gp); (2) a silver bracelet set with 14 onyx squares (1 gp); (3) a pair of silver earrings set with orange sard (1 gp the pair); (4) a silver ring set with a green demantoid garnet (50 gp); (5) a copper brooch set with red coral and pinkish carnelian (7 gp); (6) a gold bracelet set with 8 pale green transparent peridots (40 gp); (7) a bronze bracelet set with golden-brown transparent citrines (7 gp); (8) a silver chain with dangling drops of transparent red jacinth (25 gp); (9) a collar of tiny gold coins (80 gp); a comb of carved ivory (8 sp); (10) a copper bracelet set with a large piece of blue-green chrysocolla and 16 tiny bits of gold-flecked brown sunstone (3 gp); and a polished steel mirror 4 inches in diameter in a bronze frame studded with red coral (3 gp). When Emuna is awake, she will be wearing from 3 to 6 of the jewelry items (01-25: three items; 26-50: four; 51-75: five; 76-00: six; she will wear bracelets and/or necklaces, Roll 1 to 10 for which items).

A locked (-15) wooden chest is on the floor below the shelf. When the chest is opened by any means other than the proper key (which is behind a loose stone near the room's doorframe), a cloud of noxious gas flows out, making all within the room cough and choke uncontrollably for 2-12 minutes and causing 5-15 points of damage from irritated skin and lungs. Anyone who fails to resist a level 4 attack vs constitution will also suffer from reduced vision (50% of normal) for 5-15 hours due to eye inflammation. In the chest are many gaudy, embroidered Haradan robes. Under a false panel in the bottom are two small wooden boxes and a soft leather purse. In the purse are 34 gp. One box holds 5 tiny (1.5 inches long, 1/8 inch in diameter) glass ampules of a reddish liquid. If one is broken, a gas cloud of the type that came out when the chest was opened will result. In the other box is the Earring of Yanina: this silver stud set with turquoise allows the user to understand any human language as if it were his own. The user cannot speak the language, however. It may be used 1/day for 5 minutes.

Leaving Emuna's room: The top level **(66)** is rather nicely furnished with a couple of light wooden couches with relatively clean cushions, a tiny table, and two hanging oil lamps suspended from the wooden roof rafters. *DAY ENCOUNTERS* — for **(23)**: 01-02 (D), 03-04 (G), 05-10 (L), 11-00 no one; for **(64)**: 01 (D), 02-05 (G), 06-10 (L), 11-00 no one; for **(65)**: 01-15 (P), 16-20 (I) and (P); 21-00 no one; for **(66)**: 01-10 (C), 11-20 (H), 21-30 (C) + (H); 31-40 (P), 41-00 no one. *NIGHT ENCOUNTERS* — for **(23)** and **(64)**: no one; for **(65)**: see note about bedrooms, but Emuna often (25%) wanders at night; for **(66)**: 01-05 (H), 06-10 (C) + (H), 11-30 (P); 31-00 no one.

**24. Kitchen Entry and Stairhall.** The door of the kitchen block can be barred from the inside. A stairway on the right as the building is entered leads to the upper level. To the left, an open archway leads into the kitchen itself. In the hallway's dead end are 3 brooms, 2 mops, and a couple of old leaky wooden buckets. *DAY ENCOUNTERS* — 01-05 (J), 06-10 (K), 11-15 (N), 16-00 no one. *NIGHT ENCOUNTERS* — no one.

**25. Kitchen.** Rather grimy, but not as bad as it might be. The pirates' cook is an actual professional, kidnapped from a tavern in Sook Oda, and tries (in vain) to keep things tidy. There are three fireplaces (one with a bread oven built into it) equipped with pothooks and racks for spits. A large wooden work table is in the center of the room, its top scarred with cuts from knives and cleavers and stained with food juices. Shelves and work counters line the walls, filled and covered with spice bottles, mixing bowls, pots, pans, griddles, spoons, ladles, meat forks, knives, and other cooking ingredients and paraphernalia. Strings of dried chilis, heads of garlic, and other spices hang from the ceiling. All in all, this may be the best place in the castle. A doorway leads to the servants' hall, and a stairway leads down to the scullery in the cellar. *DAY ENCOUNTERS* — 01-25 (J), 26-35 (K), 36-40 (I), 41-00 no one *PLUS* 01-85 (N), 86-90 (P), 91-00 no one. *NIGHT ENCOUNTERS* — 01-10 (N) (in the early morning hours, to bake bread), 11-15 (L) (getting a snack), 16-20 (P) (doing the same), 21-00 no one.

**26. Servants' Hall.** The slaves eat and pass time here. There is nothing but the wooden table and six stools, under a hanging oil lamp. *DAY ENCOUNTERS* — 01-30 (J), 31-55 (K), 56-70 (N), 71-00 no one. *NIGHT ENCOUNTERS* — no one.

## UPPER LEVELS OF CORNER TOWERS



## GREAT HOUSE

**27. Entryway.** The doors are good, thick oak, and can be locked (-10) and barred from the inside. They are flanked by two narrow windows that shed some light onto the cracked black and red tiles of the floor. *DAY ENCOUNTERS* — 01 (B), 02 (C), 03 (D), 04 (E), 05 (F), 06 (G), 07 (H), 08 (I), 09-12 (J), 11 (L), 12 (P), 13-00 no one. *NIGHT ENCOUNTERS* — 01 (H), 02 (L), 03 (P), 04-00 no one.

**28. Great Hall.** Gedron, Zokhad, and whomever they favor dine in this room, which still has ghostly remnants of its former grandeur. The floor tiles are blue with silver flecks, the walls are hung with plain, tattered blue drapes (there used to be silk tapestries), and the table is magnificent, with not one set of initials carved in its slightly scratched surface. The chairs are black oak from the north, cushioned with somewhat moth-eaten blue wool pillows. A huge bronze oil lamp hangs on chains from the ceiling. *DAY ENCOUNTERS* — 01-15 (A), 16-25 (J), 26-00 no one. *NIGHT ENCOUNTERS* — no one.

**29. Stairhall.** Dusty parquet flooring. Shelves in the corners used to hold objects of artistic interest. On the top shelf of the set nearest the stairs is a tiny ivory statuette of a coiled snake, nearly buried in dust. This item, when held and gently stroked, will turn into a real snake, white and 6 inches long, that can crawl into tiny crevices and under doors and allows the user to see through its eyes. It can see in the dark like an Elf, but as it is on the floor, its viewpoint is rather limited. It returns to its ivory form 10 minutes later, wherever it is. The user can direct its movements while it is in motion. It can be used four more times before it crumbles to dust. *DAY ENCOUNTERS* — 01 (B), 02 (C), 03 (D), 04 (E), 05 (F), 06 (G), 07 (H), 08 (I), 09-12 (J), 11 (L), 12 (P), 13-00 no one. *NIGHT ENCOUNTERS* — 01 (H), 02 (L), 03 (P), 04-00 no one.

**30. Office.** The door is locked (-20) and Zokhad always carries the only key with him. He comes here to examine documents that he has stolen (he usually then burns them in a small brazier that stands in one corner). In the bottom drawer of the desk is a carved wooden box, 1 ft x 9 inches x 4 inches, in which Zokhad has placed two scrolls describing him and offering 500 gp reward for his capture and return alive to Umbar or 400 gp for his head. The box is locked (-15 to open) and trapped with a tiny needle coated with the poison Jegga (gives 1 to 100 hits of concussion damage as the flesh around the wound is damaged). *DAY ENCOUNTERS* — 01-05 (B), 06-00 no one. *NIGHT ENCOUNTERS* — no one.

**31. Storeroom.** Light comes in dimly from shafts in the walls. Contains two extra chairs for the Great Hall **(28)** (no cushions), three huge brass platters (3 feet in diameter), and five 1-quart flasks of oil for the lamps. *DAY ENCOUNTERS* — 01-05 (J), 06-00 no one. *NIGHT ENCOUNTERS* — no one.

**32. Parlor.** The lighting here is basically the same as in **(31)** but is supplemented by a single hanging lamp (there used to be three of them; the hooks for the other two are still in the ceiling). The couches have been removed to the top of the southwest tower **(23)**, but there is still a moth-eaten rug, two huge leather cushions to use as seats, and three tiny tables inlaid with ivory stars and little mirrors. *ALL ENCOUNTERS* — same as **(31)**.

**33. Hallway.** *ALL ENCOUNTERS* — same as **(27)**.

**34. Private Dining Room.** This is now the pirates' infirmary. Two beds of fairly good quality have been carried in from rooms in the towers (the rest were burned for firewood or recycled elsewhere), and a small table with one chair provides Sofan a place to mix medicines. The room is lit by a brass lamp that hangs from the ceiling. There is also a small lamp on the table. *ALL ENCOUNTERS* — 01-10 (L) as a patient, 11-20 (I), 21-23 (P), 24-00 no one.

**35. Sofan's Bedroom.** This was formerly the room of an important servant, perhaps the butler. It now contains Sofan's bed, his clothes chest, and a desk with chair. The room is tidy, except for scattered scrolls and books everywhere. Some contain wild tales of heroic adventure in the north and south, some contain recipes (Sofan gets along well with the Cook), and some contain healing lore, much of it wildly wrong. The one worthwhile scroll describes healing herbs of the Haradwaith and includes a good recipe for the drug that the Haradrim call Adit i'Raf, or the Friend of the Physician: it heals 5-15 points of concussion damage and relieves up to 3 rounds' worth of stun effects. Concocted of mirenna berries and a local herb called lavri, it can be made with sugar into the form of tablets that can be easily carried and keep for up to a year. In addition, on Sofan's desk there is a small, locked casket (-20 to open). Inside are 20 little green glass vials, numbered in Haradaic.

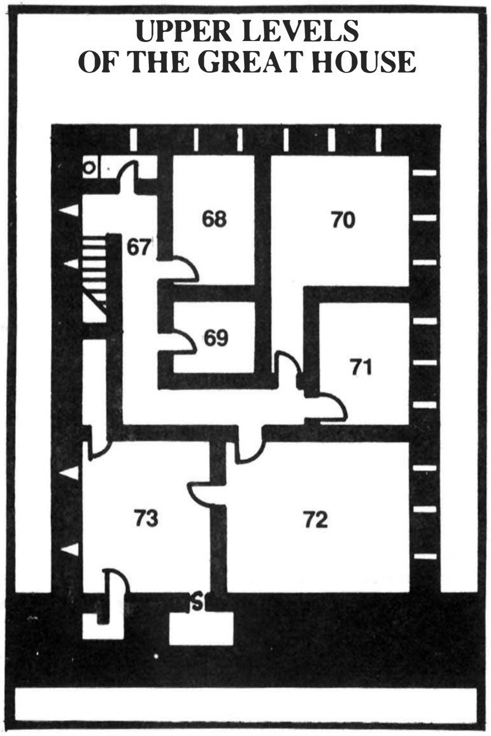
Their contents are as follows: (vial 1) 4 doses of siriena lotion: preserves an amount of organic material up to the size of a body — say, 225 lbs — for up to 1 week; (2) 3 doses dagmathur extract: entirely heals one area of damaged cartilage; (3) 2 doses of siran: totally restores one damaged or even destroyed bodily organ, at the cost of giving the patient a loathsome skin disease that reduces appearance to 90% of its original — the disease must be cured magically; (4) 4 doses concentrated aloe juice: doubles healing rate for minor burns and cuts; (5) 1 dose winclamit (in the form of the shreds of the fruit, preserved in white brandy): heals 3-300 points damage; (6) 7 doses ebur: entirely repairs any one sprain; (7) 10 doses preserved extract of vinuk: relieves 1-10 rounds of stun effects; (8) 5 doses bursthelas preserve: repairs any one shattered bone — two doses repairs a shattered joint; (9) 8 doses augmented thurl concentrate: cures 5-10 points of damage; (10) 3 doses powdered gefnul: heals 100 points of damage; (11) 2 doses essence of tarnas: repairs any one damaged bodily organ; (12) 20 suranie berries: each relieves 1 round of stun effects; (13) 8 doses tincture of melandar: adds 10 to resistance rolls against disease for 1-10 days; (14) 5 doses culkas ointment: heals up to 10 square feet of burns; (15) 2 doses grariig liquor: heals 30 points of damage; (16) 4 doses arpsusar concentrate: heals any one damaged muscle or small group of muscles; (17) 2 doses liquid kaamal ( *poison* ): gives 20-40 points damage internally — if RR is failed by 20 or more, victim will be unable to digest solid food until stomach is healed by spell or drug and will be in constant pain (-20 to all actions); if failure is less, same effect for 1-4 days or until healed as above; (18) 4 doses harfy tincture: immediately and fully stops bleeding of any one wound of up to 5 points per round; (19) 10 doses atigax eyewash: protects eyes from intense light or glare, allows sight despite sudden or blinding light, and lasts 9 hours; (20) 5 doses edram powder: heals any one broken (not shattered) bone.

Note that there is no key or guidebook to these vials: any person with training in drug and herb use (for example, an animist) has a 5% chance per level plus any intuition bonus to determine which drug is which. The two drawers of the desk are unlocked: the left one contains a flat wooden case in which are a variety of fine steel surgical instruments, such as scalpels, probes, and suturing needles, plus 100 ft of fine gut thread for sutures. The right-hand drawer contains a small blue leather pouch that holds 29 gp and the chain with golden jade apples that was in Hallatan's safe. Sofan's chest contains clothing and, at the very bottom, a tiny statuette of an elephant, in onyx. It is not magic but was given to Sofan by his older brother when Sofan was 8 years old. He considers it his luck charm and treasures it even though he has not had much luck in life. *DAY ENCOUNTERS* — 01-05 (I), 06-10 (J), 11-15 (P), 16-20 no one. *NIGHT ENCOUNTERS* — see note about bedrooms.

**36. Dulo's Bedroom.** Again, an upper servant's room. Dulo has a bed and two chests, no desk. The room is fairly tidy, except for wood chips and shavings here and there. Dulo carves and whittles in his spare time: there are little wooden figurines everywhere, people, animals, abstract designs, and wooden chains, each link separate (some truly greedy adventurer might be able to sell them for about a silver piece each: there are 16 of them). On the wall are hung the following: an elephant-hide shield, painted and embossed (target size); a flail; a very rusty light crossbow; and a +15 handaxe, which is heavily engraved with Dwarven runes. Dulo does not use an axe, does not know that this one is magic, and took it as his share of some loot because he admired the engraving. The unlocked chest contains clothing and several extra-nice pieces of wood (rosewood and apple). The locked (-20) chest contains a shirt of chain mail (SZ 40), a bottle of extra-good weapon oil (protects swords and such even in very damp conditions), and underneath it all, a soft leather purse containing 57 gp. *DAY ENCOUNTERS* — 01-05 (G), 06-10 (J), 11-00 no one. *NIGHT ENCOUNTERS* — see note about bedrooms.

**37. Ingar's Bedroom.** As Dulo's room, but messier. Wine flasks in various states of emptiness and fullness lie about. There are five full flasks in plain sight, and three more under the clothes in one chest. One of the flasks in the chest (with its stopper sealed with wax and a label, in Haradaic, saying "extra") acts as a potion, inducing a feeling of intoxicating well-being that is real, for it supplies +10 to all physical actions for half an hour. There is enough special wine for 6 doses in the bottle. In the locked (-20% to open) chest is a leather jerkin covering two soft black leather pouches containing 50 gp each, three silver armrings worth 10 gp each, and a tiny leather-covered box containing the Ring of Blood Mastery. This gold ring, set with a deep red garnet, allows up to 10 points of Blood Ways (Animist) spells to be thrown per day: for example, one 9th lvl spell and one 1st, or two 3rds and a 4th, etc. Ingar most certainly does not know what the ring is; he just thinks that it looks valuable and plans to sell it some day, or trade it to another captain for some item he wants more. *DAY ENCOUNTERS* — 01-05 (F), 06-10 (J), 11-00 no one. *NIGHT ENCOUNTERS* — see note about bedrooms.

**38. Library.** The walls of this room are covered with scrolls and bookcases, mostly empty. The remaining pieces of literature consist of heroic tales (many of them have spent some time in Sofan's hands), maps of the area and nautical charts likewise, and histories of Umbar and the North, which Zokhad peruses upon occasion. The secret passage to the lower levels is accessed from one of the lower bookcases: if one of the carved ivory flowers set into its front panel (just below the top) is pressed, the bookcase can be pushed in like a door, revealing a low opening (3.5 ft high). This leads to a stairway whose ceiling, once past the first few steps, is of normal height. Gedron, never fond of his father and vice versa, never learned of this passage. Sofan and Zokhad have both discovered it and told no one, each for his own reasons. Zokhad knows where it leads; Sofan did not dare explore it. *DAY ENCOUNTERS* — 01-05 (B), 06-10 (E), 11-25 (I), 26-30 (J), 31-35 (P), 36-00 no one. *NIGHT ENCOUNTERS* — 01-05 (I), 06-10 (P), 11-00 no one.




## THE UPPER LEVELS

**39-40. Upper Levels of Gatehouse.** See (1).

**41-43. Upper Levels of the Southeast Tower.** See (5).

**44-46. Upper Levels of the Northeast Tower.** See (6).

**47. Hallway.** The area near the stairs used to be used as a sort of lounge area for the common guards to hang out away from their officers. The more junior pirates do the same, so several greasy leather cushions and various dice, wine bottles, and drug pipes lie about. Scores of dice games are chalked on the stone walls, along with crude comments and illustrations. *DAY ENCOUNTERS* — 01-05 (L); 06-20 (M); 21-30 no one. *NIGHT ENCOUNTERS* — 01-05 (L); 06-00 no one.

**48. Dormitory.** Four junior (2nd-level) pirates sleep here on beds like those in the bedrooms below. Their small clothes chests contain a smaller but equally uninteresting variety of garments. Possessions of the pirate lads include 13 gp in one mattress, 19 gp behind a loose stone in the wall near the door, 7 gp and 2 silver bangles worth 1 gp each in a niche above a window, and 3 gp in a mousehole in the wall with the windows. *DAY ENCOUNTERS* — 01-05 (L); 06-10 (M); 11-20 no one. *NIGHT ENCOUNTERS* — see note about bedrooms.

**49. Dormitory.** Like (48). Possessions include 14 gp under a crudely made false bottom in one chest, 8 gp in an old shoe pushed into a corner under a bed, 5 gp in a mattress, and 10 gp and an armlet of bronze with coral studs (worth 3 gp) wrapped in some dirty underwear in the bottom of another chest. *ALL ENCOUNTERS* — Same as (48).

**50-51. Upper Levels of the North Tower.** See (15).

**52-53. Upper Levels of the Stables.** See (16).

**54-56. Upper Levels of the Northwest Tower.** See (17).

**57. Hallway.** A latrine is located off of it, near the top of the stairs. *ALL ENCOUNTERS* — 01-05 (J), 06-10 (N), 11-00 no one.

**58. Bedroom.** The cook shares this room with the most intelligent of the other female slaves. They would have nothing but their straw mattresses and the clothing hanging from the hooks on the walls, but one pirate with a sweet tooth has given Cook 32 coppers for candies at various times (she hides it in the corner of her mattress) and the other girl is pretty enough to have attracted attentions and 7 silver bangles (worth 10 sp each) from Ulbor and Kaldir. *DAY ENCOUNTERS* — 01-05 (J), 06-10 (N), 11-00 no one. *NIGHT ENCOUNTERS* — see note about bedrooms.

**59. Bedroom.** Two more female slaves. They have nothing between them but one tiny flask of cheap perfume and a string of blue glass beads. *DAY ENCOUNTERS* — 01-05 (J), 06-00 no one. *NIGHT ENCOUNTERS* — see note about bedrooms.

**60. Bedroom.** Same as (59), but one of them has a silk scarf sewn with silver thread (too grimy to be worth anything) and the other has swiped 5 sp and 1 gp from her "boyfriends" (the money is hidden in an old, cracked flower vase in one corner). *ALL ENCOUNTERS* — same as (59).

**61. Bedroom.** Same as (59). One girl has an ivory-and-ebony draughts board (like checkers) and some copper and iron coins to use as counters: she has won 38 coppers from some of the pirates with this. The other has a tiny cosmetic kit with pots of rouge and kohl and little brushes, as well as a necklace of jet beads. *ALL ENCOUNTERS* — same as (59).

**62-63. Upper Levels of the South Tower.** See (19).

**64-66. Upper Level of the Southwest Tower.** See (23).

## UPPER LEVEL OF THE GREAT HOUSE

**67. Stairhall.** Light coming in through arrowloop windows shows up the dust on the parquet floor. (A) is a latrine that is not used now; having no shaft, it used to contain a chamber pot that had to be emptied regularly. The residents now make use of pots in their own rooms and have the slaves empty them. The door can be locked from the inside. *ALL ENCOUNTERS* — same as (27).

**68. Kaldir's Room.** This used to be a family member's room, of perhaps a child or grandparent. Kaldir is obsessively neat and explodes with rage if anyone touches his possessions. He supervises the slaves in their cleaning once a week and tidies it himself otherwise. His bed is neatly made, with red blankets and one firm pillow. One unlocked chest contains new or neatly mended clothing. Some of the nautical charts from the library are spread on his desk. The desk's two drawers are both locked. The left-hand one is -10 to open and contains several stolen gold seal-rings (from both northern and southern dignitaries), a crude attempt (in bronze) at a seal-ring of his own (with the sign of a winged dagger), ink-cakes, an ink pot, quills, a pen knife, parchment, sand for removing errors, and several perfectly terrible heroic poems about Kaldir's own exploits, written in a bold hand. The right-hand drawer is locked at -20 and contains 30 gp and assorted change in a wooden cash box with a latch; a soft green leather bag containing 5 unset fire opals, worth 25 gp each; and a small copper idol of Kessem, the god of magic, with his eyes and kilt made of red-flecked green bloodstone (worth 2 gp). Hanging on the wall is an ornate but fairly useless composite bow, with a grip of ivory flanked by bands of gold and black and gold tassels of silk thread at each end. A matching quiver has six +5 arrows. *DAY ENCOUNTERS* — 01-08 (E), 09-00 no one. *NIGHT ENCOUNTERS* — see note about bedrooms.

**69. Storeroom.** Its many wide shelves now contain only a few blankets and linen sheets. *DAY ENCOUNTERS* — 01-05 (J), 06-00 no one. *NIGHT ENCOUNTERS* — no one.

**70. Zokhad's Room.** This used to be the nursery. Zokhad has furnished it in barbaric splendor: the wooden floor is nearly invisible under red and black woolen rugs from Umbar and a huge black bearskin from the north. The cedarwood bed, assembled from pieces found in a caravan wagon, has hangings of black silk, sewn to order in Kas Shadoul. It is spread with a coverlet of black mink pelts: totally unnecessary in this hot climate, even at night, but very expensive (worth 100 gp). In the base of the bedframe is a secret panel, which (when pushed in) reveals a secret compartment containing a little wooden box with tiny vials of the blade venom Karfar (kills by nervous system failure in 2-12 rounds), the poison antidote refure (3 doses each), and a pargen berry (lifegiving if pressed upon the tongue of a preserved or life-kept body within 4 days of death). Also in the compartment is a black silk bag containing 20 huge (1/2 in. diameter) black pearls (worth 25 gp each).

The walls are hung with two black steel headsman's axes (a "memento mori" from Zokhad to himself) and a well-worn whip with a grip of carved ivory that is used to punish erring pirates (greater but less elegant whips are used on the galley slaves by the pirates themselves). Two ornately carved chests of walnut wood, stained black, contain bedding and clothing. On the desk are several volumes on the history of Umbar and the Haradwaith; a chess board of fine leather over wood, with pieces of onyx and white marble; and a small applewood casket that is bound in brass studded with red coral and locked (-15): it contains 25 gp, 2 gold armrings with onyx panels (worth 25 gp each), and a ring of mithril and gold, set with a huge star sapphire (worth 200 gp). The desk drawers are unlocked and contain writing tools, ink-cakes, and a written evaluation of each of the captains in frank terms, records of the takes from expeditions, and the number of slaves available down below. Anyone who handles the records will find that the areas of skin that have touched the parchment are turning bright blue. The color cannot be washed off, but fades in 2-4 days.

In the southeast corner of the room, under one of the black chests (and the rug beneath that), is a secret panel that flips up to reveal a capacious secret compartment. The panel is trapped: a small dart shoots out, smeared with the Karfar. The compartment contains the horn that Hallatan described; 250 gp in 50 gp sacks; a white porcelain flask of the clear liquid that smells acrid (it is *simman*, the chemical that Zokhad used on the records: it gets brushed on and left to dry, leaving no trace, but will interact with the oils in Human, Dwarf, or Hobbit skin to have the effect described above — it doesn't work on Elves!); two large, soft camelhair brushes; a rune of *Long Door* (100 ft); a map of the secret passage from the library (unlabelled: just a diagram); a rune of *Speed III*; a ring of keys (keys to ALL the doors on the lower and secret harbor levels); and the Box of the Generous Friend. This 6-in. cubical cedarwood box has the power of duplication. Any inanimate, unaltered (for example, by heat — cutting is OK), nonmagical object placed in it will be duplicated entirely after being left in the closed box for 5 minutes. Thus one apple becomes two, one egg becomes a pair, etc. It takes 1 charge to duplicate vegetable matter, 2 for animal matter, and 5 for mineral matter. There are 74 charges left. An item can only be duplicated once, and only one item can be duplicated at a time (two figs will not become four). Note that herbs are not considered magical in this instance. Currently in the box are two pargen berries. *DAY ENCOUNTERS* — 01-10 (B), 11-15 (J), 16-00 no one. *NIGHT ENCOUNTE-RS* — see note about bedrooms.

**71. Ulbor's Room.** Orginally as Kaldir's. Ulbor's room has a relaxed sloppiness: it is cleaned regularly, and he throws the bed together, but things are out of place frequently. It contains a bed, two chests, and a comfortable chair. Hanging on the wall is a fine oud (like a lute), which Ulbor plays in his spare time (he plays pretty well and sings acceptably), as well as a display of four 1-handed broadswords (one is +5) and two scimitars that he took from opponents in early raids, before there were enough lesser crew members to do such dangerous things. A partially emptied and restoppered wine flask usually stands on a small table by the chair, along with a silver cup (worth 2 gp). One chest is unlocked and filled with clean but comfortably worn clothing. The other is locked (-20). It contains 30 gp in a leather sack; a lovely belt of black leather, with a gold buckle studded with green tourmalines (someone unversed in gem lore would think that they were somewhat pale emeralds) (worth 50 gp) — Ulbor never wears it because it's "too fancy" but he admires it; a cloak of heavy silk brocade, dark green with silver (worth 10 gp); a purse of soft doeskin with gold beads sewn into it (worth 5 gp), containing 10 large, uncut rubies (worth 10 gp each); and a fancy flask of iridescent purple glass, containing a potion of heat resistance (3 doses, protects user from natural heat up to 200°F, adds 20 to RR vs heat spells or 20 to DB vs elemental fire attacks). *DAY ENCOUNTERS* — 01-05 (D), 06-10 (J), 11-00 no one. *NIGHT ENCOUNTERS* — see note about bedrooms.

**72. Gedron and Numa's Sitting Room.** Furnished with a small, elaborately inlaid table with two chairs cushioned in green wool; a green-cushioned settee of carved fruitwood; green and gold rugs; and a comfortable armchair with blue-and-green striped cushions. Numa exorcises some of her frustrations by keeping the place tidy. The white-and-green striped curtains are a little moth eaten, even so. The table usually has a bowl of fruit, a wine flask, and two silver cups (2 gp each) on it. *DAY ENCOUNTERS* — 01-05 (C), 06-20 (H), 21-30 (C) + (H), 31-35 (J), 36-00 no one. *NIGHT ENCOUNTERS* — 01-02 (C), 03-04 (H), 05-10 (C) + (H), 11-00 no one.

**73. Gedron and Numa's Bedroom.** The cedarwood bed has white hangings shot with green and silver: their age shows. A small dressing table holds a silver mirror framed in silver and gold filigree with tiny pearls (worth 10 gp); an ivory-inlaid ebony box (worth 5 gp) filled with 12 bangles of gold and silver, set with semiprecious stones and glass (average worth: 7 sp) and one good set of earrings, gold with pink pearls, worth 12 gp the pair; three small bottles of perfume, in red, green, and



*Numa*

clear glass; and tiny ceramic pots of kohl, rouge, malachite eyeshadow, and henna paste, with brushes. On one wall is hung a leopard skin, flanked with two pairs of crossed spears. There are three chests: two are unlocked, and contain Gedron's and Numa's clothing (in hers are 5 silken scarves in rainbow colors, embroidered with gold, silver, and tiny gems, worth 2 gp each). The third is locked (-20) and trapped (a "D" electricity critical from the lock, magically delivered): it holds 150 gp in three leather sacks of 50 gp each; a golden goblet set with pearls and plaques of lapis lazuli (worth 20 gp); an armring of gold and silver set with peridot (clear, pale green stones)(worth 45 gp); another armring of gold set with a large piece of chalcedony (a bluish-white stone with thin, branching brown lines in it) surrounded by tiny carved bits of malachite (green, opaque) and amethyst (worth 85 gp); a ring of platinum set with a large green Demantoid garnet (75 gp); and a belt of blue leather with a buckle of copper set with plaques of sardonyx (reddish-brown and white stripes).

There is a deep closet in the northeast corner of the room: it contains two long silk robes (one red and gold brocade, one blue shot with metallic silver threads: worth 3 gp each) and a cloak of heavy dark brown silk satin with white fox fur trim (worth 6 gp). The closet is lined with cedar, but even so, there are a few moths. The walls of the room are panelled with a silvery wood from the far south: one panel (-20 to detect) pushes inward to reveal a secret compartment, the size of a large closet. It has shelves that are mostly stacked with black mink pelts (12 pelts worth 12 gp each), red fox skins (4 pelts at 4 gp each), and one white bearskin (worth 50 gp). Under one stack of mink skins is a small box (3-in. cube) of silver inlaid with gold wire filigree (itself worth 40 gp) containing a ring of gold encrusted with tiny pearls: the Ring of the Yem-Rukha. This ring allows the wearer to operate underwater as if it were his or her natural environment: breathing, seeing, and moving appropriately. It is usable but once per full moon and allows said actions for 12 hours. During this time, the wearer can breathe etc. only with difficulty out of water. The Yem-Rukhim are said (by the Haradrim) to be a race of undersea humanoids. Gedron suspects that the ring is magical but does not know what it does. *DAY ENCOUNTERS* — 01-05 (C), 11-20 (H), 21-25 (C) + (H), 26-30 (J), 31-00 no one. *NIGHT ENCOUNTERS* — see note about bedrooms.

## LOWER LEVELS OF THE MOONSTONE FORTRESS

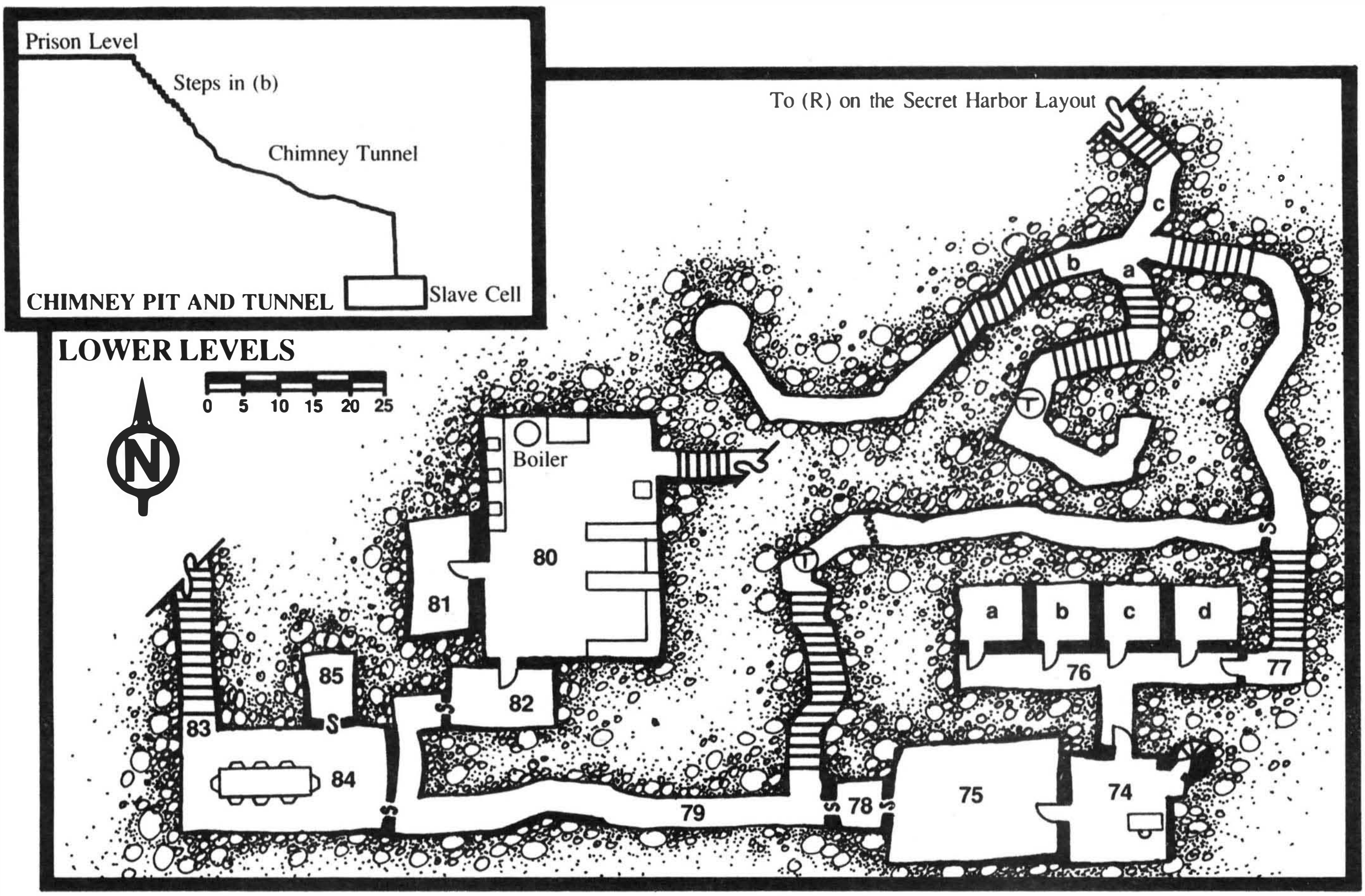
**74. Prison Anteroom.** This is accessed from the spiral staircase in the Southeast Tower (**(5)** on main diagram). It contains a desk with a chair, in which a guard was always seated in the old days. Recently, it has been only sporadically manned. Behind the desk are a ring of keys on a hook (for the cells in **(76)** and the doors to **(77)** and some doors to rooms on the Secret Harbor level: **(O)**, **(N)**, **(I)-(M)**) and four levers, arranged in a square. The first (the top left-hand corner of the square) drops an iron door hidden in the ceiling across the entry to the staircase (reversing the lever will raise it). The second (top right-hand) opens the door to **(76)**. The third (lower left) opens the door to **(75)**. The fourth (lower right) rings a loud bell behind a grill, high up on the outer wall of the tower. It can be heard all over the complex. It has accidentally been rung from time to time, so the pirates know what it is (on the other hand, if it's during the hours that they are active, they may think nothing of it but "What an idiot!"). *DAY ENCOUNTERS* — 01-90 (L), 91-00 no one PLUS 01-02 (B), 03-04 (D), 05-06 (G), 07-08 (P), 09-00 no one. *NIGHT ENCOUNTERS* — 01-80 (L), 81-83 (P), 84-00 no one.

**75. Armory.** Almost all the useful items have been removed. The armor-cleaning machine (a large barrel of oily sand, suspended so that it can be turned with a huge crank) is still there, as is a huge standing whetstone for sharpening blades. On racks on the walls are two spears and a +10 warhammer that no one can use very well, as well as two +5 Elvish longbows that are too hard to draw for any of the pirates to bother with them. *DAY ENCOUNTERS* — 01-02 (D), 03-05 (G), 06-10 (L), 11 (P), 12-00 no one. *NIGHT ENCOUNTERS* — 01-05 (L), 06-00 no one.

**76. Prison.** The cells **(76a-76d)** are usually empty, as the captives used as galley slaves go straight to the large cells below and the pirates are usually punished by flogging (Zokhad wields the whip) in the Inner Ward. Sofan is occasionally incarcerated here by Zokhad, who terrifies him with descriptions of tortures and leaves him here overnight as a punishment for having a big mouth. Once or twice, pirates who have gotten very drunk off duty have been left here. Finally , "luxury" slaves (such as dancers, musicians, cooks, etc.) are kept here until they are sold. Currently, two pretty Kirani slave girls are in **(76d)**, awaiting sale in the large port of Kas Shadoul. So that their looks will not go "off," they have been given mattresses, blankets, adequate food, and the chance to wash up from time to time. Their names are Amadika and Immi. Dorien is in **(76c)** and has been treated as the other two slave girls. *DAY ENCOUNTERS (in addition to the two slaves and Dorien)* — 01-03 (B), 04-10 (L), 11-20 (I) in cell (76a), 21-24 (P), 25-00 no one.

**77. Corridor to Secret Harbor.** The door is locked (-20), but the key is on the ring behind the desk in **(74)**. Immediately beyond the door, around a corner, is a flight of 11 stairs: the fifth and sixth stairs from the top are of very thin wood and will collapse under a weight of 90 or more lbs, throwing the person who steps on them into a 30-ft-deep pit floored with jagged rocks (a 2-handed weapon attack with an bonus of 30 plus another 10 for every 50 lbs of the victim's body weight — criticals for this are crush — plus three 1-handed slashing attacks with the same add). The wood is crudely painted to resemble stone, and in this dim light, a PC must state that he/she is examining the stairs to even have a chance of noticing that something is amiss (at which point a Perception roll of 80 or better, including add, will detect the false stairs). At the Three Ways, corridor **(c)** leads down to the secret harbor. Corridor **(b)** ends, after a flight of stairs, in a "chimney" into the rock. This opening is 4 ft in diameter. Anyone coming down **(b)** with a perception roll of less than 50 (bonus included) will fall down the hole, taking three 2-handed weapon attacks as above but with only the weight-adjusted add. When the victim stops rolling, he/she will have dropped and rolled a total of 50 ft vertically and 60 ft horizontally; he/she will be in a gradually sloping tunnel no more than 3 ft in height, which eventually ends in another, much steeper chimney. This drops some 70 ft straight down to come out through the 20-ft-high ceiling of slave cell **(M)** on the secret harbor level. Corridor **(c)** runs down a flight of stairs and then turns abruptly. Just before this bend is a weight-sensitive spot in the floor (trigger = 100 lbs) that triggers heavy crossbows hidden in the walls, causing two +40 missile attacks each at 3, 4.5, and 6 ft above the floor. Around the corner is a dead end. *DAY ENCOUNTERS (Note that the pirates are instructed to walk down the stairs to just short of the traps in **(b)** and **(c)** so that all three ways are equally travelled)* — 01 (B), 02 (C), 03 (D), 04 (E), 05 (F), 06 (G), 07-10 (L), 11-12 (O), 13-15 (P), 16-00 no one. *NIGHT ENCOUNTERS* — 01-03 (L), 04-05 (P), 06-00 no one.

**78. Secret Doorways.** These are reached by pulling on the hooks of one of the empty spear racks in **(75)**, which activates a mechanism that causes a slab of the wall to pivot open. The dust is thick and undisturbed on the floor. *NO ENCOUNTERS.*



**79. Secret Corridors.** These join the three parts of the underground complex — the prison area, the scullery/pantry area, and the secret council room — together. The dust is thick and undisturbed on the floors. At the spot marked T on the diagram is a pressure-sensitive floor plate (trigger = 100 lbs) that causes a Wall of Fire to erupt from the floor at the spot marked **XXX**. This fire will bum for 30 minutes and then go out by itself. The trap automatically resets. Also, see **(81)** . *NO ENCOUNTERS.*

**80. Scullery/Pantry.** The stairway leads back up to the kitchen (**(25)** on Main Diagram). This area has its own well, which flows into a basin to the right and ahead of the stairs. Nearby are wooden and stone sinks. The wastewater can be let out through drains into crevices in the floor and then into the sea. A larger boiler allows water to be heated for washing dishes and pots. Empty buckets nearby provide a place for garbage. Shelves and bins hold supplies, including flour, meal, dried beans and peas, fresh and dried fruits and vegetables, salted and dried meats, spices, salt, herbs (culinary, not medical), essences of roses and mint for soft drinks, honey, sugar, oil for cooking and lamps, kindling, homemade soap, fine sand for scrubbing pots and pans, towels and dishrags, string, and lightweight rope (about 100-lb test). Barrels hold wine, cruder oil, and beer. Firewood is stacked on low racks to keep air circulating around it. *DAY ENCOUNTERS* — 01-50 (J), 51-00 no one *PLUS* 01-40 (N), 41-00 no one. *NIGHT ENCOUNTERS* — 01-05 (N) in the early morning hours, getting baking supplies, 06-07 (P) but not if (N) is there, 08-00 no one.

**81. Cold Room.** A natural spring flowing around this room keeps it cool (approx. 45°F). Meats and dairy products are stored here: sides of beef, whole plucked chickens and geese, baskets of eggs, cheeses, jars of yogurt and kefir (like thin yogurt, used for making beverages), and whole but gutted lambs hang from hooks in the ceiling or rest in niches carved into the rock. One niche hold flasks of wine and nonalcoholic beverages that are being cooled. *ALL ENCOUNTERS* — same as **(80)**.

**82. Wine Cellar.** The door is locked (-10); Cook has the key (slave or not, she's the boss in this small area. Besides, none of the pirates wants to be bothered except for the drunks, like Ingar). The racks are definitely not full, but there are about 45 bottles of wine. There are four lantern hooks around the walls: if one of them is twisted, a click can be heard behind one of the racks, and that rack can then be pulled forward, revealing a secret entrance to corridor **(79)**. If the secret door is closed (after being opened) without twisting the hook back to its original position, the ceiling immediately outside the door will fall in, causing 1-4 2-handed weapon attacks +50 on anyone in that 5 x 10 ft area and strewing the floor knee-deep in stony rubble. *DAY ENCOUNTERS* — 01-10 (N), 11-00 no one. *NIGHT ENCOUNTERS* — no one.

**83. Secret Stairway.** This is the stairway from the library (**(38)** on the Main Diagram). *DAY ENCOUNTERS* — 01-02 (B), 03-00 no one. *NIGHT ENCOUNTERS* — no one.

**84. Secret Council Room.** The door is locked (-20). This room contains a large mahogany table and eight matching chairs. The walls are hung with mouldering hangings woven with a stylized pattern of waves in shades of blue. On one wall is a diagram of the secret harbor, on parchment, in a frame. An empty bronze lamp hangs above the table. The dust is deep on the floor: Zokhad's footprints are clearly visible; he debated sweeping up but decided that his footprints would not be any more revealing than no dust at all. However, he did decide to cut his investigation short because of it. Faintly visible on the walls behind the hangings (not visible in bad light) are two secret doors: to corridor **(79)** and to the vault **(85)**. The secret doors are pivoting slabs: the pivots are iron and rusty, so that they will shriek if turned. However, the sound will not carry far in this rock. *ALL ENCOUNTERS* — same as **(83)**.

**85. Vault.** When the slab is pivoted, a crystal vial will break open, causing a caustic yellow gas to flow out into the room. This poison causes 2-20 points damage and if a RR vs. a lvl 6 attack is failed, causes unconsciousness for 2-8 hours. The vial may be removed (a Very Hard maneuver) if the trap is detected. The dust inside the vault is thick on the floor. Gedron never knew about this, either, but his predecessors did: Dad and Grandpa sold off most of the castle's treasures years ago. What remains is odd and esoteric or unusable by Haradrim notions: a flat wooden case, 2 in. x 8 in. x 4 in., containing a pair of grey leather gloves (the Gloves of Lord Lightfingers, a Master Thief of Asni Dat: they adjust to fit any wearer and add 10 to manipulatory skills, such as picking locks or pockets); a silver mirror in a bronze frame (the Mirror of Marreth: This can only be used by one whose intelligence and intuition are both above 75. Then, if the user lays a hand upon some item and gazes the mirror, he or she will see an image from the item's past. If, in addition, the total of the user's intelligence, intuition, and level is 190 or above, the mirror can be directed to show more specific scenes (for example, the item's creation) or to scroll through the entire history of the item at high speed. Note that items of great power will not be analyzed very well by this method, as they possess enough power and "will" to resist); and a huge bronze jar, enamelled in swirling patterns of red and blue, that is big enough to hide a Hobbit in. *NO ENCOUNTERS.*

## SECRET HARBOR LEVEL

**A. Deadend Cut.** The tide splashes in here dangerously, and caught in the rocks is a good deal of flotsam. Fifteen feet above the high tide level is a cavelet, one of several. This particular one, in spite of its unprepossessing appearance (the entry is a mere 3 ft high), leads to a narrow (5 ft diameter) tunnel, which in tum leads to an opening in **(G)**, high up, in the shadows near the ceiling (50 ft above the floor of that cavern). Syron noticed these cavelets when he hid from the pirates but will not press the issue, as he knows that many such openings peter out into dead ends. *NO ENCOUNTERS.*

**B. Deadend Cut.** Nothing but debris and flotsam. Caught among the debris is a somewhat battered gold and silver footed serving dish (like a compote), set with garnets and morion (grey and transparent) around the rim. Lost in a shipwreck, it catches the light on sunny days and even in its current condition is worth 60 gp. *NO ENCOUNTERS.*

**C. Reavers' Cut.** The entrance to the secret harbor. At the end near **(E)**, a spiked chain can be fastened across just below the waterline to catch unwanted ships that attempt to enter (+50 Ship Impact Attack). The pirates must row out to fasten and unfasten the chain; it is very heavy and awkward, and the little dory (rowboat) frequently capsizes ("Very Hard" Moving Maneuver). *DAY ENCOUNTERS* — 01-05 the Bay Eaglet, 06-10 Master Seawolf, 11-00 no one. *NIGHT ENCOUNTERS* — 01-02 Bay Eaglet, 03-04 Master Seawolf, 05-00 no one.

**D. Deadend Cut.** Just uninteresting flotsam.*NO ENCOUNTERS.*

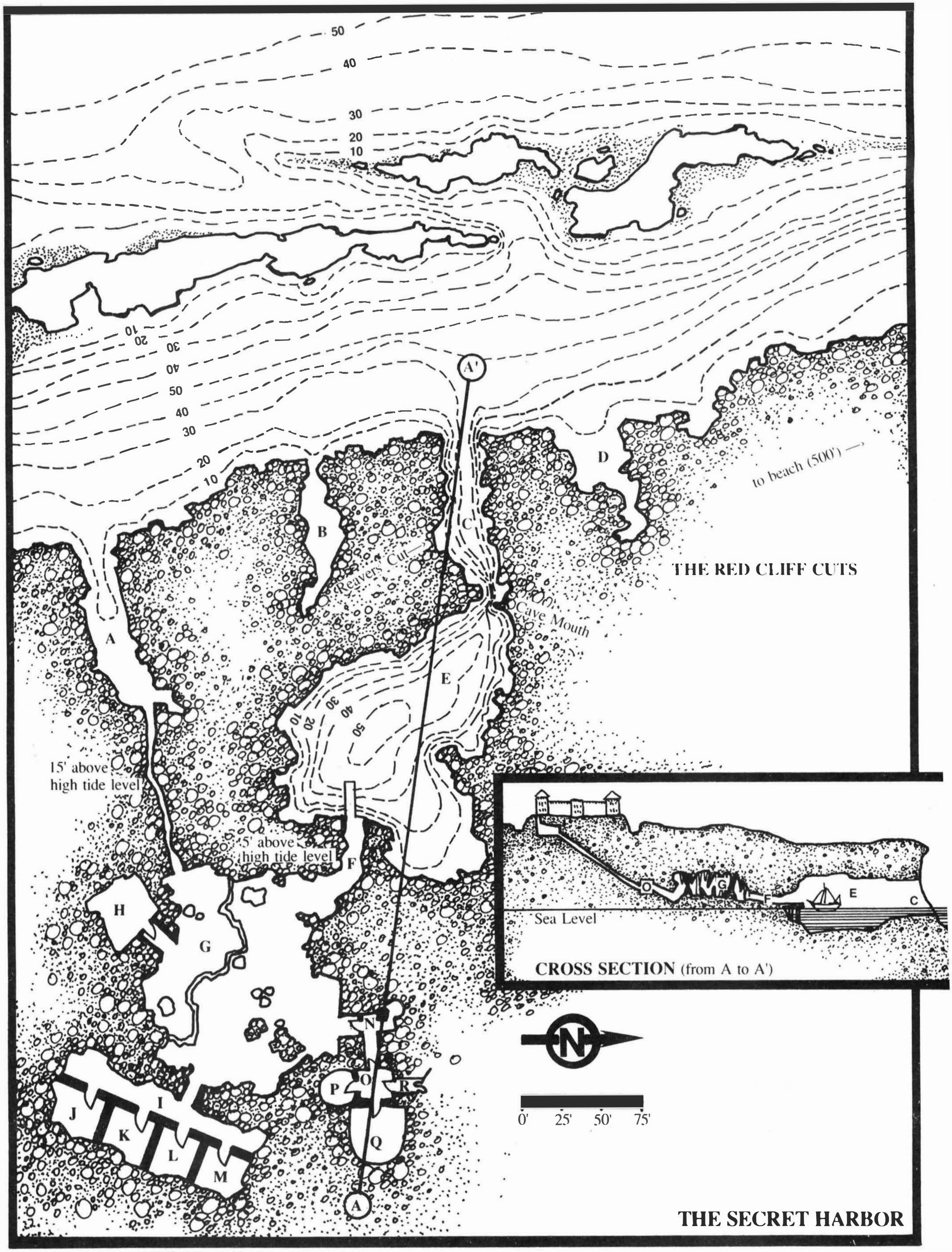
**E. Secret Harbor.** Maximum depth in the center in 50 ft; minimum at spring low tide is 40 ft. A stone jetty with posts and rings for tying up boats and ships extends from the entrance to corridor **(F)**. Two dories with their oars shipped are usually tied up near the inside end of the jetty. The Bay Eaglet gets made fast at the end, while the Master Seawolf is anchored in the center and unloads by dory and by a hook attached to a cable that runs through eyes in the cavern roof and ends up near the entry of **(F)**, where it is tied up to a ring sunk into the floor. This apparatus can hold up to 300 lbs safely: the first eye is slowly working loose, and every 10 lbs over 300 adds another 5% to the chance (5%) of its coming out entirely, causing whatever is on the hook to fall into the harbor (or onto a person or vessel). *DAY ENCOUNTERS* — 01-60 (M) on both ships, 61-70 (L) in dory, 71-00 no one. *NIGHT ENCOUNTERS* — 01-10 (L) on both ships, 11-00 no one.

**F. Corridor.** It slants steeply up and is often damp and slippery (running without falling is a "Hard" Moving Maneuver). *DAY ENCOUNTERS* — 01-90 (L), 91-00 no one. *NIGHT ENCOUNTERS* — 01-75 (L), 76-00 no one.

**G. Cavern.** This is entirely natural. Tall pillars of stone reach up to the ceiling; stalagmites and stalactites reach up and down. A small stream runs out of one wall as a little waterfall and runs out again through a tiny culvert in the opposite wall. Hooks on the wall support lanterns: two are lit at all times, but they make more shadows than light. When cargo is being unloaded, 10 lanterns are lit, providing adequate but dim light. Up near the ceiling, a small opening leads to the tunnel to cut **(A)**. *DAY ENCOUNTERS* — 01 (A), 02 (B), 03 **(C)**, 04-05 (D), 06 (E), 07 (F), 08-09 (G), 10-15 (L), 16-20 (M), 21-22 (O), 23-25 (P), 26-00 no one. *NIGHT ENCOUNTERS* — 01-25 (L), 26-27 (P), 28-00 no one.

**H. Store Room.** The latest large items of cargo are stored here. The door is locked (-20). It currently holds a stack of Dwarven steel sword blanks (roughly shaped sword blades, no hilts: worth 2 gp each because of the quality of the steel); a small stack of gold ingots (5 of them, each about the size of a brick: weigh 55 lbs and are worth about 800 gp each: this is what Zokhad is going to use to buy a new ship); five small casks of wine from Belfalas (worth about 5 gp each); 10 oxhides (for making boots and shields; worth 2 gp each); 20 1-qt flasks of almond oil (worth 1 gp each); 10 wooden crates of apples (rare here: each crate holds 30 apples and is worth 3 gp); 8 large cheeses in wax (worth 4 sp each; headed for the fortress kitchen); and a bale of fine woolen cloaks wrapped in canvas (25 cloaks in red, green, brown, and blue, worth 1 gp each). *DAY ENCOUNTERS* — 01-02 (D), 03-04 (E), 05-10 (L), 11-00 no one. *NIGHT ENCOUNTERS* — none.

**I. Anteroom to Galley Slave Prison.** Racks on the wall hold chains, leg irons, manacles, and whips. All these confinements have the same key: all the captains have a copy, and a spare hangs just inside the door into **(N)** as well as with some more pieces of prison ironmongery stored up in the ground level of the Southeast Tower (**(5)** on the Main Diagram).


50
40
30
20
10
10
20
30
40
50
40
30
20
10
A'
D
to beach (500') —
C
B
Reavers Cut
THE RED CLIFF CUTS
Cave Mouth
A
E
10
20
30
40
50
15' above
high tide level
5' above
high tide level
F
H
G
N
P
O
R
S
I
J
K
L
M
Q
A
Sea Level
E
C
G
CROSS SECTION (from A to A')
N
0' 25' 50' 75'
THE SECRET HARBOR

A vast fireplace (its smoke goes out through crevices and can sometimes be smelled outside, on the cliff top) is constantly going, cooking two cauldrons filled with grain-and-lentil porridge, to which is sometimes added dried meat, fruit, or bruised vegetables. Water barrels stand nearby. The slaves share a large number of wooden cups and bowls in various states of rot (they pour the porridge directly into their mouths, having no spoons). Each cellful of slaves gets the opportunity to wash once a week, in a barrelful of heated water: few of them care. *DAY ENCOUNTERS* — 01-90 (L), 91-00 no one PLUS 01-02 (B), 03 (E), 04-05 (M), 06-00 no one. *NIGHT ENCOUNTERS* — 01-40 (L), 41-00 no one.

**J to M. Slave Cells.** There are about 30 slaves in each large cell. They are dressed in loincloths and have wild, shaggy hair and beards; they are linked into gangs of 10 by chains attached to their leg irons. They are mostly peasant Haradrim (50%), Gondorian sailors (30%), poor Corsairs (10%), and Kirani (8%), with a couple of Northmen, Easterlings, and Variags thrown in. Latrine pits are in the comers of the cells, and piles of filthy straw and old cloaks and blankets supplement the slaves' own body heat for warmth, but it is cold and dank. Many of them have bad coughs; they last an average of a year after capture. Needless to say, they stink. Their attitudes range from apathetic to smoulderingly wrathful: open anger is punished quickly by the whip, even to the point of death, or by even worse punishments as an example to the rest. In the shadows of the ceiling of cell **(M)** is an opening 3 ft in diameter that connects to the chimney tunnel from the prison level. *NO ENCOUNTERS* except with the slaves.

**N. Stairway.** The door is locked (-15) and can be barred from inside the stairway. An extra key to the chains etc. in **(I)** and on the slaves hangs from a hook just inside the doorway: easy to miss unless you look. Directly opposite the entrance to **(G)** is a doorway leading to a latrine. Along the short corridor to the latrine is a lever. When it is down, the trap at the foot of the stairs is inactivated. When it is up, the trap is on. This trap is a weight-sensitive spot in the floor (trigger = 100 lbs) that triggers heavy crossbows hidden in the walls, causing two +40 missile attacks each at 3, 4.5, and 6 ft above the floor. The door at the top is also locked (-10).. *ALL ENCOUNTERS* — same as **(77)**.

**O. Crossway.** Four doors, all locked at -10, lead out. All are identical, with no indication of what is behind them. In the comers of the room, near the ceiling, a statuettes of the odd deep-sea fish called the ocean sunfish. This fish is believed in Haradan mythology to be the servant of Malikiam, god of the sea (all Haradan and anyone who has dealt extensively with Haradan sailors would know this). When the room is entered, the fish will call softly "Whom do you serve?" The proper answer is "Malikiam" (or any phrase in Haradaic that contains his name). If the proper reply is not forthcoming, all the doors become impossible to open except for that into **(P)**. All the pirates know what to answer. The fish, obviously, are magical. *ALL ENCOUNTERS* — same as **(77)**.

**P. Purification Room.** This circular room has a domed ceiling, like a beehive, and is tiled all over in pale blue and green tiles that glitter and shimmer like seawater. In the center is a basin, empty, big enough to bathe in. In the old days, it was filled with seawater for worshippers of the sea god to wash in before devotions (the water was drained off and refilled afterward). Tiled benches are around the walls; four niches used to hold robes and towels. At the back of one niche are three levers: the one on the left will release the doors from the crossway **(O)** to the corridors and rooms beyond; the one in the center will cause the fish to wail; and the one on the right diarms the trap at the bottom of the stairs **(N)**. If a lever is up, it is "off"; thus the door lever and fish levers are always up these days, but the trap lever may be up or down, depending on the status of the trap (since there is another lever that controls the trap; see **(N)**). *DAY ENCOUNTERS* — 01-05 (D), 06-10 (G), 11-20 (L), 21-25 (M), 26-00 no one. *NIGHT ENCOUNTERS* — none.

**Q. Temple of Malikiam, the Sea God.** Lined in green-grey marble, this quarter-spherical room always smells and sounds like the sea, for secret flues lead to the cliffs just above the water. At the end of the room opposite the door is a bronze statue of Malikiam, depicted as a stem man with a kilt of malachite (green, opaque stone) plates and aquamarine and ivory eyes that seem to stare out into the room. On the pedestal of his statue, before his feet, is the dagger of Dwarven steel in a sheath of blue leather that Hallatan described. No seats are provided: Haradrim worship standing. Some of the pirates (in particular, Dulo and Ulbor) still come in to say a prayer or two before a raid, asking for gentle seas. It was Ulbor who left the dagger as an offering: one of the other pirates may yet take it. *ALL ENCOUNTERS* — same as **(Q)**.

**R. Stairway to Lower Levels of the Fortress.** Continuation of **(77)**: leads to the door from the prison block there ( **(76)** on Lower Levels diagram). *ALL ENCOUNTERS* — same as **(77)**.

## 5.6 The Encounters

### A. The High Command

Gedron, Zokhad, and their four captains are talking together, but at the intrusion, they whip around to stare, outraged, and draw their weapons (if seated, they rise to do this: takes 1 round). Zokhad shouts for reinforcements: "All hands! Intruders!" Gedron and Kaldir surge forward immediately, each determined to slay the trespassers. Ulbor and Dulo are more cautious, while Ingar is frankly waiting for an excuse to cut out.

If reinforcements do not arrive within a round (check all nearby rooms for encounters (L) or (M), if applicable), Zokhad will attempt to organize his protege and his men to disable and capture all the strangers, rather than kill them. If there is any success in this (ranging from all the party being disabled to only one being disabled and the rest fleeing), the treatment of the captured member(s) will depend on what they look like: all will be questioned, but strong, tough-looking PCs will be put in with the galley slaves and good-looking or unusual ones (nonhumans or any blonds or redheads) will be kept in the prison **(76)** for resale as slaves, while any ordinary types may well be tortured until they are rescued or killed. The interrogation will take place in the armory **(75)** and will last, on and off, for 10 to 30 hours. Roll a crush, slash, or burn critical on the victim every 5 hours.

If two or more of the High Command are killed or disabled, they will retreat, either wildly (if Zokhad is among the disabled) or in an organized manner (if he is still up).

### B. Zokhad

Zokhad eyes the intruders coldly: he despises them all and is sure that there is some way to get out of this mess. He does not mind being considered a coward for a few minutes, so if he is not sure of nearby reinforcements (check surrounding rooms: if anyone is there, he probably — 90% — knows about it), he will try to slip away (through a window, a secret door, or whatever). If there is help nearby, he will shout for it and attempt to gain time: by throwing furniture at one PC and attacking the next, for instance. If held at arrow point, he will lecture the PCs loudly, hoping that his men will hear: "If you leave now, you may yet escape — although I doubt it!" Zokhad is very dangerous, not least because he never gives up. Even in bed or in the bath, he has his weapons near to hand.

### C. Gedron

Gedron grins: what fools these intruders are! The joy of battle is upon him: as long as Numa is not there, he will launch himself straight at the strongest-looking PC, laughing his terrible, maniacal laugh. This laugh will summon others in the fortress, if they are within earshot: any of the other pirates will call for aid and come themselves, while the slaves and Numa will run for help (Numa doesn't know what else to do: if she is found standing by while her master is being attacked, she will be killed herself). Even if no help arrives, Gedron will fight until killed or subdued.

If Numa is about, he will send her to safety, even if the only refuge is behind some furniture. Then he will proceed as above.

### D. Ulbor

The captain eyes the strangers uneasily: what is going on? What would Zokhad want his captain to do? Ulbor will certainly shout for aid. Then he will attempt to make a fighting retreat to get reinforcements. If badly wounded, he will give up: he does not have the killer mentality of his bosses. However, he will resist questioning staunchly, refusing to give any information.

### E. Kaldir

Kaldir's eyes flame, first with surprise and then with eagerness. Intruders! What a chance to prove himself to his superiors! And what a fight this will be! He may not even think to shout for help at first (01-50 he does, 51-00 he doesn't); instead, he launches himself at the strongest member of the party. As things go badly, he may shout: check for reinforcements in nearby rooms or areas. Kaldir loves a battle and will not give up until subdued. He certainly will not reveal anything if questioned.

**F. Ingar**

If Ingar is alone, he is probably drunk. He stares at the intruders, horrified. What a situation! What can he do?!

He may launch a futile attack at whichever PC is nearest (01-20), attempt to escape (21-80), or break down in boozy tears (81-00). If captured or disabled, he may break down if questioned and tell most or all of what he knows, all the while protesting that his bosses will kill him if they find out that he betrayed them (01-30 he tells all; 31-70 he tells most; 71-00 he just sits there and mopes). If he is with others, he will try to get them to attack, while he goes for help.

**G. Dulo**

Dulo frowns and chews his lip, wondering what to do. If he shouts for help, these poor fools will probably all be slaughtered. If he is attacked, he will defend himself skillfully, looking for an opportunity to escape and go for aid. If not, he will try to reason with the party. "Quiet! Now, listen, I don't care what you're here for or why, but you could be in hot water awful soon! Let me show you the quickest way out, and don't come back!"

If the party talks quietly, he will continue to speak with them. If they make noise, he will try to hush them, while edging toward the door in case calling for help becomes unavoidable. The party may be able to convince him that if he helps them, they could get him an official pardon for his former crime and his current involvement with the pirates (this is quite possible). If they don't convince him, they may have to knock him out or otherwise disable him to avoid his calling for aid (01-20 he insists that they leave; 21-80 he listens to their arguments; 81-00 he decides that it's hopeless and calls for help). Of course, they could retreat, as he suggests, and try again later.

**H. Numa**

Numa is startled. Strangers! Are they saviors, or just trouble?

If she is with Gedron or anyone else, she will follow their orders about getting out of the way or whatever. However, if she is alone, she will try to persuade the party to rescue her (if they give her a chance to talk at all, that is). She will show them her secret passage in the south wall as proof of her good intentions and tell them anything she that knows about the layout of the place. If the pirates are out on a raid, she will suggest that she and the party escape this very night. Numa will become very agitated if she suspects that the party plans to leave her behind: she may even scream and call for help. If it seems that the PCs are going to help her, however, she will be very cooperative.

**I. Sofan**

Sofan's dark face turns greenish; his Adam's apple bobs up and down as he gulps nervously. Who are these people? What will Zokhad do to him if he thinks that Sofan had anything to do with it? He clutches at his dagger ineffectively and staggers back until he hits a wall or table.

If attacked, Sofan will strike wildly at his assailants, perhaps drawing his dagger (01-40) but probably not (41-00). If subdued, he will rapidly spill everything he knows and implore the PCs not to let Zokhad know that he has done so. He will offer to help heal any injuries that they have and plead for the party to take him with them when they go. If left where found, even if not restrained in any way, he will probably collapse in a heap and remain where he is until someone comes to look for him.

If the party tries to calm him down, Sofan will rapidly become sensible (at least, sensible for Sofan) and explain his predicament. He will offer to come with them and be their Animist and will tell them things about the fortress if asked. If the party refuses to take him along, he will suggest that they tie him up so that it looks as if they took him by surprise, bound and left him.

**J. Two (01-50) or Three (51-00) Female Slaves**

The slave girls look up from their work and gasp and giggle nervously. Slaves or peasants by birth, their first thoughts are not of rescue or action but of whether their masters will be angry at them over this.

Most of these girls are rather helpless and will not fight if the party attempts to subdue them and tie them up (01-85). One of them (86-00) is a spitfire and will struggle and curse if attacked; she will have to be subdued forcefully. In either case, there may be screaming (01-30 they scream, 31-00 they don't).

If approached gently, with reassurances that no one will hurt them, the girls will supply general information about the castle. However, they know nothing of the lower levels except for the scullery **(80)** and its attachments.

**K. Two Male Slaves**

The slaves look up from their task and stare, mouths agape. What's going on? Will they be beaten for this?

These slaves, dull-witted and broken-spirited, will hardly struggle if attacked, but they may shout in fear and surprise (01-30 they shout, 31-00 they don't). If approached gently, they will talk, but they know even less than the girls, who are more intelligent and better treated.

**L. A Pirate**

The pirate, lounging at his post, looking for something, or strolling along, glances up casually, then freezes. As he sees the strangers, his hand goes to his weapon. Intruders!

There is a chance that the pirate will shout for help: "Ahoy! Intruders!" (01-60 he shouts, 61-00 he doesn't). He will definitely draw his weapon and attempt to menace the strangers with a brave front. If aid doesn't arrive soon, however, he will look for an escape. He is too sensible to turn his back on enemies and will fight if cornered.



*Sofan*

If subdued, there is little chance that the party will get any useful information from him. Most of these pirates are hardened criminals and will just curse and glare, no matter how sharply they are pressed. One or two of them may be cowardly enough to break down and give some trivial information (01-85 tough pirate; 86-00 chicken pirate).

**M. A Group of Pirates**

The four pirates have been sharing a joke or a meal. They stop laughing or chewing and stare at the intruders, then head toward them, drawing their weapons. The pirate farthest back shouts "Ahoy! All hands! Intruders!"

In a group like this, the pirates have a certain doglike courage, bolstered by the presence of their fellows. They attack with determination and even enthusiasm, sure of victory, for they are on their home turf.

However, if the fight starts to go badly for them, their enthusiasm will evaporate rapidly. If two of them go down, the others will try to flee.

Subdued pirates will not be cooperative if questioned: see (L).

**N. The Cook**

Cook appraises the intruders cooly. Her life has been full of surprises, and this is just one more. She raises her eyebrows and taps her ever-present kitchen cleaver meaningfully, waiting for the party to make the first move.

If the party attacks, Cook will do her best to slice and dice them. Life in a tough tavern and then in a castle full of pirates has made her very competent in a fight. If subdued, she will prove even tougher to question than a pirate.

If approached politely, Cook will tell the party whatever she knows and offer to hide them in the wine cellar if they need it. All she asks is that they arrange to get her out of here eventually and find her a good job somewhere else, preferably far away (the Northern Girl might hire her: she could double as a bouncer!).

**O. A Pair of Pirate Lads**

The lads are quietly planning some mischief or other, but look up, startled, and see the strangers. They are frightened but thrilled as well. What an adventure!

If attacked, the boys will flee as rapidly as possible. They are wiry, quick, and hard to catch; they also have no scruples about dirty fighting. They will scream for help if grabbed and run for help if they escape. They know all the shortcuts and hiding places in the upper and ground level areas of the fortress.

If the party talks to them, the boys will be cynical but curious about what is going on. They will not spill all the beans but may offer some useful information (01-50). On the other hand, they may just tell wild lies in answer to any questions (51-00). They will enthusiastically suggest that the party tie them up and leave them, or lock them or bar them into a room or closet, because it would be so exciting to tell their buddies about later.

**P. Emuna**

Emuna draws a deep, hissing breath of mixed surprise and eagerness, but quickly hides her anticipation behind a mask of fear and near-senility. Intruders! Seldom does she get a chance to show what she can really do with a destructive spell! Now, she will show all the pirates what she's really made of and make these strangers regret the day that they were born!

In no way will the PCs be able to reason with the Haradan witch, for she is far beyond reason. Cunning and deceptive, she will buy time to choose a spell and prepare it for maximum effectiveness by acting old and frail, allowing her mouth to fall open and having her eyes water with tears of seeming fright. She looks the very picture of a frail old creature, not yet senile, perhaps, but close to it.

If the PCs are in a close formation and at least 5 ft from her, Emuna will try her *Fireball* first (regardless of what else she might set on fire!). If they are spread out, she may first cast *Sleep X* on as many as possible and then head for cover (assume that she knows the layout of any nonsecret room or corridor perfectly). She may use *Leaving* (100 ft) to effect her escape. From her new position, she will adapt her strategy to the situation. If the encounter is under a stone ceiling (underground), she may try *Cracks Call* to bring the roof down (again, she will not think of the consequences to the castle structure). She may use a *Stun Cloud*, an *Earthwall*, *Sudden Light*, or a*Waterwall* to slow down her pursuers. If she can get a PC alone (for instance, if one PC runs ahead of the others after her), she will try *Suggestion* and have the PC keep the others from following her ("Don't let your friends follow me!"). Note that the PC in this situation would then use any means that the character would normally use in that situation: he or she will not attack the other PCs or hurt them but will get in the way and be a nuisance or stand front of doorways, etc. If she feels truly threatened, she may flee, using *Magic Lock* to reinforce the first couple of doors that she goes through (a 25% chance of fleeing: remember that she's crazy).

Keep track of her spell points. When she runs out, she will resort to tactics such as trying to get above the PCs on a stairway and throwing things at them (use Crush attacks). As a last resort, she will fight with her staff or dagger.

## 5.7 Dangers and Obstacles

As noted in Adveture 2, the approach to the castle offers very little cover, day or night, but the pirates usually ignore small fishing vessels unless they actually approach the Reaver's Cut. At night, there are few guards on duty in the towers, and a careful approach from the south along the cliff may well prove effective.

**The Pirates:** Although they know little about setting up watches on the outside of castles, the pirates are alert enough inside the fortress or on board ship, and they are vicious in groups or when cornered.

**The Pirate Lads:** When approached directly, the lads will react as outlined above. However, these feisty youths are always looking for trouble and are often wandering about at night: if the party should happen to make some noise near one of the boys' nocturnal haunts, the 'prentices will be quick to investigate and notify the guards.

**Zokhad, Gedron, and Kaldir:** These officers are vicious and good fighters. They should only be attacked in force, from a distance, or from behind: single combat is a quick way to a lonely grave at the bottom of the sea.

**The Moonstone:** This magical device is very effective in protecting the areas that its maker remembered: the walls and the gates. If anyone goes in the gates univited or climbs or tunnels through the walls, the awful cry will go off. However, the creator of the Moonstone didn't think of flying or the Secret Harbor, so intruders can use either of these routes unannounced.

**Emuna:** Emuna is not to be underestimated. Having adopted the Moonstone Fortress as her home and Gedron as her lord (with Zokhad his trusted advisor), she will regard any intruders as an opprtunity to prove herself a mage of true grit. She will not hesitate to cast any spells that she considers necessary, and she is vicious when cornered.

**Traps and Snares:** These are as noted. Zokhad richly rewards any pirate who comes up with a good idea in this department, so some of the traps are quite vicious. Do not give the players any undeserved hints about the presence of traps. In this regard, it helps to make sure that it seems as if there could be traps when there are not. That is, if the PCs ask to check for traps in a given area that has none, do not just say: "You find no traps." Roll dice and make a show of checking to see if a trap has been detected.

**NOTE:** *For this adventure,you should roll the dice for trap checks, not the PCs. The same should be true of perception rolls. Make sure that you have noted each PC's perception, trap detection/removal, and saving throw bonuses in a convenient spot.*

# 6.0 THE BEAST TABLE

| Type/#app. | Lvl | Size/ Speed | Hits | AT | DB | Attacks | Notes |
|---|---|---|---|---|---|---|---|
| Kraken/1 | 14 | H/MF | 160 | SL/4 | 40 | 120HGr/80LPi/— | 85' long. Will give up after taking 55 hits. |
| Wild Cattle/12-120 | 3 | M/MF | 130 | SL/3 | 20 | 60MBa/70LTs/— | Will not attack those not in their way. |
| Pit Spider/1 | 8 | M/MD | 120 | SL/3 | 40 | 70MPi/75LSt/— | Lvl 5 poison; see text for details. |
| Catclaw Bushes/4 | 4 | M/— | 110 | RL/11 | 20 | 60MCl/50MGr/— | Lvl 4 poison; see text for details. |
| Magical Guardian/1 | 7 | S/FA | 70 | RL/12 | 60 | 40Ball Spell Attack | Use Large Creature Criticals; flies; see text for details. |
| Banded Viper/1 | 5 | M/FA | 60 | No/3 | 30 | 60MSt/—/— | Lvl 5 poison; see text for details. |
| Desert Troll/1 | 6 | L/MD | 150 | Ch/15 | 10 | 70LCl/60LBi/50ro | Real dumb; use Large Creature Critical Tables. |

# 7.0 THE NPC TABLE

| Name/# | Lvl | Hits | AT | DB | Sh | Gr | Melee OB | Missile OB | Move M | Notes |
|---|---|---|---|---|---|---|---|---|---|---|
| **Pirates** (see Section 2.3 for items and full description): | | | | | | | | | | |
| Gedron Moonstone | 7 | 95 | RL/10 | 45 | Y | A/L | 110bs | 75cp | 15 | Corsair Warrior/Fighter. The "Laughing Reaver". |
| Zokhad ir-Zorik | 9 | 110 | Pl/18 | 40 | Y | A/L | 125ha | 90cp | 20 | Black Númenórean Scout/Rogue. A captain. |
| Ulbor | 5 | 65 | RL/10 | 35 | Y | A/L | 85bs | 70lcb | 15 | Corsair Warrior/Fighter. A lieutenant. |
| Kaldir | 5 | 65 | RL/10 | 35 | Y | A/L | 95sc | 65cp | 15 | Corsair Warrior/Fighter. A lieutenant. |
| Ingar | 5 | 65 | RL/10 | 30 | Y | A/L | 80sp | 75cp | 10 | Black Númenórean Warrior. A lieutenant. |
| Dulo | 5 | 70 | RL/10 | 40 | Y | A/L | 95ma | 75cp | 20 | Haradan Warrior/Fighter. A lieutenant. |
| Numa | 1 | 21 | No/1 | 15 | N | N | 35da | 25rock | 20 | Haradan Scout/Thief. Gedron's mistress. |
| Emuna sut Kalik | 7 | 43 | No/1 | 45 | N | N | 40qs | 25da | 10 | Haradan Mage/Magician. Old woman. |
| Sofan do Sofan | 6 | 46 | No/1 | 10 | N | N | 50da | 20rock | 15 | Haradan Animist/Healer. The doctor. |
| Senior Sailors/6 | 3 | 45 | RL/9 | 30 | Y | N | 60sc | 50cp | 10 | Haradan/Corsair Warriors/Fighters. |
| Junior Sailors/10 | 2 | 35 | RL/9 | 10 | N | N | 50sc | 40cp | 10 | Haradan/Corsair Warriors/Fighters. |
| "Pirate Lads"/5 | 1 | 25 | No/1 | 15 | N | N | 35da | 35da | 15 | Haradan/Corsair Warriors/Fighters. |
| Male servants/3 | 0 | 15 | No/1 | 5 | N | N | 15da | 10da | 5 | Haradan Scout/Rogue. |
| Female servants/9 | 0 | 15 | No/1 | 5 | N | N | 10da | 10da | 5 | Haradan Scout/Thief. |
| **Other NPC's** (see Sections 3.3 and 4.3): | | | | | | | | | | |
| Hallatan | 4 | 39 | RL/9 | 10 | N | N | 65bs | 40cp | 10 | Gondorian Scout/Rogue. |
| Halmir | 3 | 34 | RL/9 | 30 | Y | N | 55bs | 35cp | 10 | Gondorian Scout/Rogue. Hallatan's son. |
| Dorien | 1 | 17 | No/1 | 15 | N | N | 15fist | 10rock | 15 | Gondorian Bard. Halmir's wife. |
| Ragnir | 4 | 42 | No/1 | 45 | Y | N | 60wp | 25cp | 20 | Har./Gon. Scout/Rogue. |
| Vandor | 6 | 48 | RL/9 | 45 | Y | N | 55ss | 15cp | 15 | Gon. Animist/Cleric. |
| Harath do Ramam | 10 | 130 | Ch/14 | 50 | Y10 | A/L | 125ss | 105cp | 10 | Haradan Warrior/Fighter. Hetman of Sook Oda. |
| Shamara sut Katub | 9 | 61 | No/1 | 45 | N | N | 55qs | 50sl | 15 | Haradan Animist/Healer. Priestess of Kesht. |
| Sakur do 'Akil | 3 | 43 | No/1 | 10 | N | N | 45cl | 40ha | 10 | Haradan Warrior/Fighter. *N. Girl* Innkeeper. |
| Arza sut Timman | 1 | 15 | No/1 | 5 | N | N | 15da | 15da | 0 | Haradan Scout/Thief. Sakur's wife. |
| Hallan Skord's Son | 3 | 85 | SL/7 | 15 | N | N | 70ba | 50sp | 20 | Beorning Warrior/Fighter. *N. Girl* Bouncer. |
| Yud do Sarsor | 2 | 50 | RL/10 | 35 | Y | A/L | 70ha | 45cp | 10 | Haradan Warrior/Fighter. *N. Girl* Bouncer. |
| Tahar do Sakur | 1 | 22 | No/1 | 20 | N | N | 40da | 30cp | 25 | Haradan Scout/Thief. Sakur's youngest son. |
| Syron Pathfinder | 6 | 60 | RL/10 | 40 | Y | A/L | 65sc | 60cp | 15 | Corsair Ranger. Frequent *N.Girl* visitor. |
| **Rukhim Tribe** (see Section 4.51): | | | | | | | | | | |
| Rukhim Chief/1 | 6 | 70 | No/1 | 60 | N | N | 60sp | 70sb | 30 | Desert Rukha Warrior/Fighter. |
| Rukhim Animist/1 | 6 | 55 | No/1 | 55 | N | N | 30sp | 40sb | 25 | Desert Rukha Animist. |
| Ruknim Warriors/8 | 2 | 50 | No/1 | 50 | N | N | 35sp | 45sb | 30 | Desert Rukha Warriors/Fighters. |

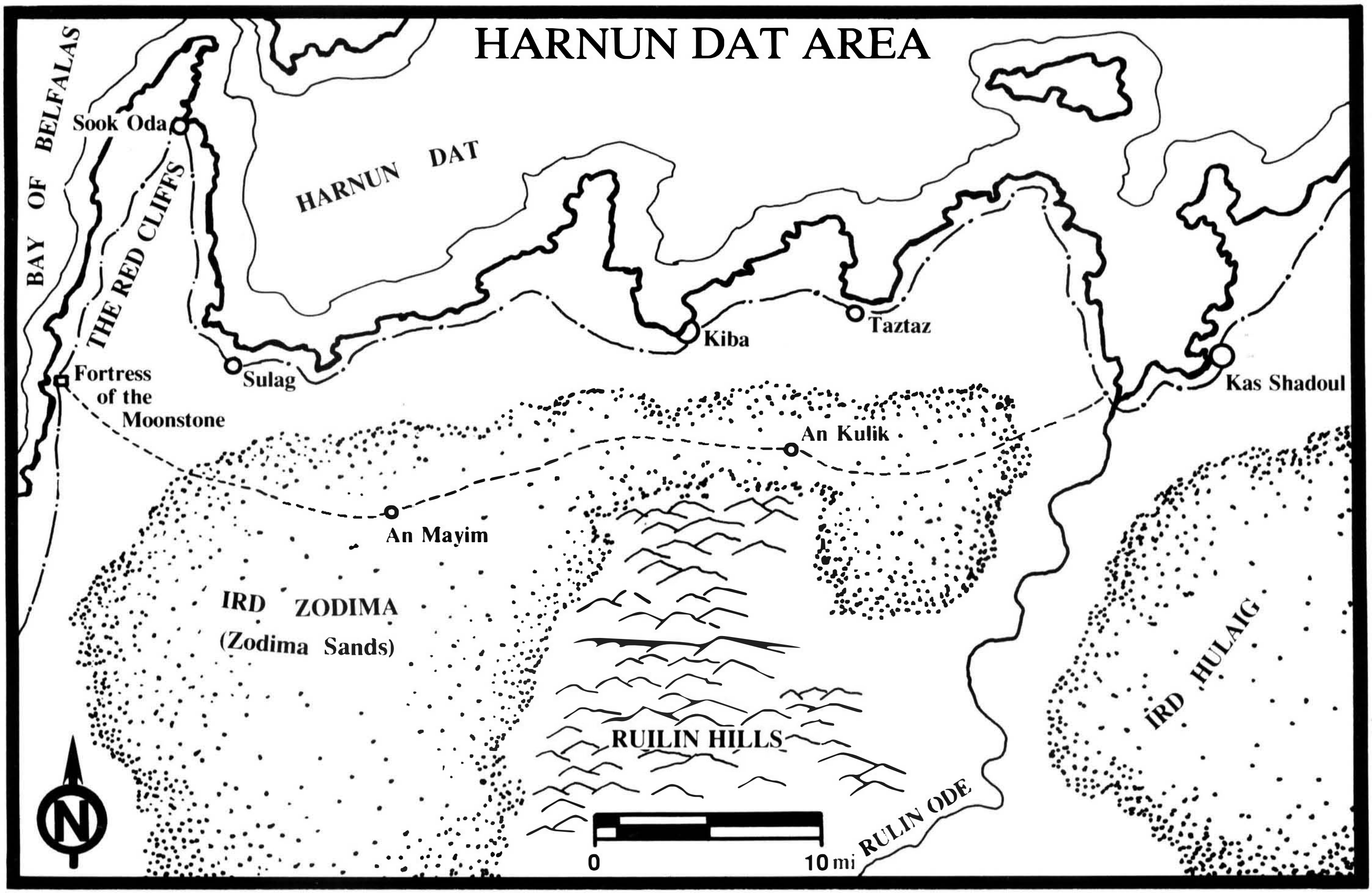
**Codes:** The statistics given describe each NPC; a more detailed description of the more important NPCs can be obtained from the main text (see Sections 3.3, 4.3, and 5.3). Some of the codes are self-explanatory: **Lvl**(level), **Hits**, **Sh**(Shield), and **MovM**(Movement and Maneuver bonus). The more complex statistics are described below. A parenthetical reference indicates that the NPC possesses an equivalent device or spell.

**AT (Armor Type):** The two letter code gives the creature's ***MERP*** armor type (No=No Armor, SL=Soft Leather, RL-Rigid Leather, Ch=Chain, Pl=Plate); the number is the equivalent ***Rolemaster*** armor type.

**DB (Defensive Bonus):** Note that DBs include stats and shield. Shield references include a quality bonus (e.g., "Y5" means "yes, a +5 shield").

**Gr (Greaves):** "A" and "L" are used to indicate arm and leg greaves

**OB's (Offensive Bonuses):** Weapon abbrevations follow OB's: fa—falchion, ss—short sword, bs—broadsword, sc—scimitar, th—two hand sword, ma—mace, ha—handaxe, wh—war hammer, ba—battle axe, wm—war mattock, cl—club, qs—quarterstaff, da—dagger, sp—spear, ml—mounted lance, ja—javelin, pa—pole arm, sl—sling, cp—composite bow, sb—short or horse bow, lb—long bow, lcb—light crossbow, hcb—heavy crossbow, bo—bola, wp—whip, ts—throwing star, hb—halbard, ro—rock. Animal and unarmed attacks are abbreviated using codes from the Animal Statistics Table in ***MERP*** (CST-2): the first letter gives the attack size (T=Tiny, S=Small, M=Medium, L=Large, H=Huge); the second two letters give the attack type (Gr=Grapple, Ts=Trample/Stomp, etc.). Melee and missile bonuses include the bonus for the combatant's best weapon in that category.




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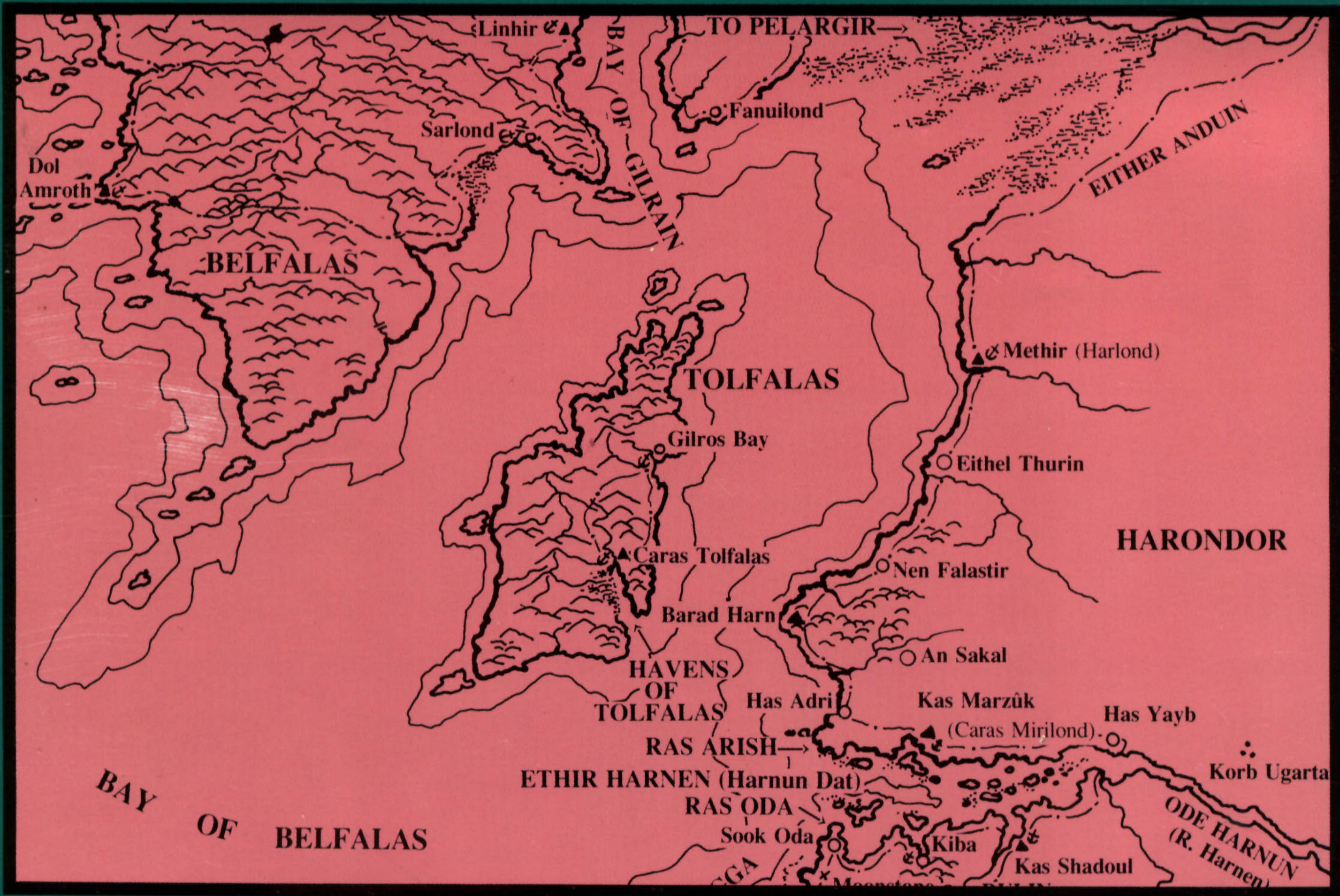
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